

VOLUME 1

AUGUST 98

ISSUE 4

NEW AGE GAMING

S O U T H A F R I C A

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

Electronic Entertainment Expo
E3

**REPORT
BACK
CONTINUED**

BUMPER REVIEW ISSUE

- 14 PC REVIEWS
- 9 PSX REVIEWS
- STARCRRAFT PROTOSS GUIDE
- HARDWARE BYDE
- LOADS OF TIPS AND CHEATS
- MUCH MUCH MORE

**World
COMPETITION**

COLIN McRAE

RALLY



BEHIND ENEMY LINES

FINAL FANTASY VII



South Africa R11.95



Empires rise and empires crumble
- but there will always be

DUNE 2000

James

ermind behind the hottest
turns to the legendary world
science fiction epic.

y game based on the classic
ined for the new millennium.

ldership, cunning tactics and
vin the Emperor's challenge
the most spice and
of Dune.



'With this new and improved Dune, it's once again a fun place to wage war.'
- PC Gamer

'With a 3D terrain, line-of-sight firing, and support for network play; the world of Dune is entering the next millennium.'
- PC Format

'Witness the return of the ground-breaker, Dune II brought real-time to strategy gaming, and in it's honour Westwood have polished up the old trinket and called it Dune 2000 - it's the new millennium!'
- Ultimate PC

- Three distinct Houses to choose from
- LAN and Internet multiplayer modes
- New game interface and completely revised graphics (16 bit high colour and 8 bit for faster game play)
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- Repair or sell structures as needed

- Missions include: mercenaries, smugglers and Fremen as side groups
- Translucent shroud, smoke, missile trails and explosion effects
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- Particle effect system for explosions
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ED's Note

Hello Gamers

Phew, what a month it was with the August issue being jam packed with an incredible 33 reviews in total spanning our glossy pages. That is a South African record considering we are the only magazine totally developed in South Africa and that we held the record in the first place with our June issue. Not to blow our own trumpet, but we do manage to cram it all in, don't we?

An interesting August month started off with very little activity in the industry and it seemed like we were to disappoint again with too few reviews. But towards the middle of the month we became swamped with a mixed bag of titles that range from the lowest ever NAG score, *Spawn* with 49%, and an exciting release from Codemasters Colin McRae Rally that impressed the pants off me and received a whopping 91% and my Editors Choice. Even though there were not many other titles that could hit the magic 90 mark, we did uncover a few that impressed our review staff enough to be given our Merit Award. Those titles include the PC games *Might & Magic VI* and *Commando's*. On the PlayStation side we have *Vigilante 8*, the moving glands of *Dead or Alive* and the surprise package of *Everybody's Golf*. Not a bad month considering September is normally the big release month.

To back up the review section, I have concluded my E3 Report Back in this issue. As you can well see I worked hard to bring you the most comprehensive feedback on this amazing Expo. I will be winging my way to the ECTS show in September and you can expect much of the same. With the majority of the titles that were shown at E3 nearing their completion, ECTS (6-8 September) will be an opportune time to respond on their progress and hopefully bring back more full products than demo's.

By the time most of you read this issue the Starcraft Competition will have been completed and a Strategy Champion will be mingling around the country. I just want to say that more and more opportunities are being created by the advent of these Competitions and your support, whether you are playing or not, will be much appreciated by the organisers and New Age Gaming staff. It is also a good incentive to actually start gaming clubs or groups, so that preparing for Tournaments is easier by way of practising for the big events. We have also officially launched the NAG Classifieds section of the magazine, so most of the club leaders can advertise their worth and hopefully increase memberships across the country. You can also advertise your older games and equipment to the majority of the gaming public, creating a mini swap or bargain buy market for you gamers.

At NAG we are striving to make gaming the leading industry in the entertainment field. I know its a tall order but if you have goals and dreams, they can always be realised if you try hard enough. Use New Age Gaming Magazine as an example and you can see that anything dreams and gaming do come true. Thanks for supporting our Local Magazine and I'll see you all again next month. GAME AWAY.

The Ed

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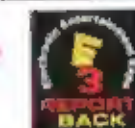
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10010001
01101110
11101000
00101011

NAG July Competition Winners

CONGRATULATIONS from everyone here at NAG goes out to

Lucien Barnes from Pretoria
MHP Burrows from Bothasig

Both of you have won yourselves a Resident Evil 2 bundle consisting of your very own Resident Evil 2 PSX game, PlayStation wristwatch and Resident Evil 2 T-Shirt and Cap thanks to Ster Kinekor Interactive.



Creative Labs 3D Blaster: Voodoo2 Correction

CREATIVE

Last month there was a small communication error between NAG and Creative Labs South Africa. I have been informed that there is a 3 year warranty on the 3D Blaster: Voodoo2 and not a 12 month warranty as stated in our review of the product in our Hardware Hype section. We apologise to all 3D Blaster: Voodoo2 owners who might have been upset by the mistake. A long and hard debate was had on re-evaluating the score we gave, but after much deliberation we decided the score was justified and will remain unchanged.

Sound Blaster LIVE! Coming In September



Creative Labs is launching their environmental audio technology in August. The product being

introduced is the Sound Blaster LIVE! and our Editor will be going to Singapore for the launch. The card is powered by the powerful EML10K1 processor consisting of 2 million transistors and operating at 1,000+ MIPS. The LIVE! will officially be launched in September here in South Africa.

New Development Title From Terminal Reality

Terminal Reality, makers of Monster Truck Madness 2 has announced that they will be developing a flight sim in the same vein as Flight Unlimited 2 and MS Flight Simulator. It will cover the San Francisco, Chicago, Dallas, Los Angeles and New York areas and will use the PhoteX3 engine. There will also be support for all the popular 3D hardware APIs. Some of Fly's more interesting features will include added realism by adding the use of the official government broadcast system and the real time of day and the passage of time. This will allow flight fans to see the sun go down, moon come up and different star constellations at night. Expect Fly! Sometime around Christmas.



Classified Section of NAG Open for Business

As promised we are going to open a Classifieds section in NAG. We will start off with two pages dedicated to this section a month and see how things go from there. Below is the submission form for anybody that wants to sell hardware or games and readers can even put information on upcoming events like LAN parties, Clan Meetings etc.

This service is only available for personal use and not intended for any Commercial entity to advertise their products. We will not place any such submissions received. Make copy of the below form and fax it to us at 011 869-0462 or email all the relevant information to classifieds@nag.co.za. Please tick the appropriate box for your type of submission and the text for it has to be 30 words or less.

NAG Classifieds

Name: _____ Surname: _____
Tel: Home: _____ Work: _____
City: _____ email: _____
☐ Hardware / ☐ Software / ☐ Event Info
☐ Club Info / ☐ Other _____

Quake Finds New Home

Come join NAG staff on the new home of #quake since it was banned from ZANet. The new address is ender.phun.net: 6667. There are currently 100+ members and new people are joining every day. #Quake is fun place to meet and chat to online gamers (yes even non-quakers). Remember that the channel can become crazy at times so don't take anything said personally, most of it is in jest and the IRC-Ops will ban your host and/or complete domain if you start nuking or insulting everyone.



StarCraft Sells 1 Million Units

STAR CRAFT

StarCraft has sold an amazing 1 Million copies since it was released to the public and has retained the number one spot in sales for the last 3 months. Blizzard is expecting strong sales for the remainder of the year and currently has a good reason to celebrate. Now where is that champagne bottle, time to party!

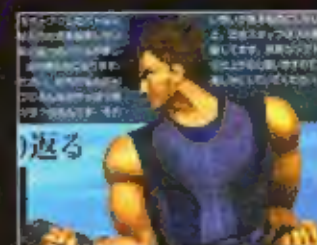
PlayStation 2 Under Development

SCEI executive VP Ken Kutaragi confirmed that the next generation PlayStation is under development in Tokyo. Unfortunately they haven't released any specifications yet and they are sketchy at best. There is rumours about a possible 20x DVD-ROM drive, 400MHz RISC Processor, and that the PlayStation 2 will be backward compatible with current titles. If this is the case we can look forward to an exceptional console from Sony. There is also some rumours that it might be released by Christmas '99, if this is the case the Dreamcast can look forward to some serious competition. SCEI Executive VP Kaz Hirai also commented that Sony would only announce the PlayStation 2 officially when they feel the appropriate time has arrived. Expect some official information and specifications the closer we get to the launch of the Dreamcast.



3D RPG From Sony Coming Soon

Scheduled for release sometime in the 4th quarter is Sony Interactive 3D RPG game Legend of the Legaia. This announcement follows hot on the trail of the announcement of Final Fantasy VIII. It will take place in a futuristic setting where the state of the world is turning worse. Humans as always have been neglecting to take care of the planet and curious events start to occur. A strange mist starts to blanket the earth, and wherever it goes people turn into killers, and monsters appear from the shadows. A couple of young heroes emerge to confront the situation, each with his/her own style of kempo and set out to discover the mystery behind the mist. One of Legend of Legaia's interesting features is found in the battle interface code named T.A.S. or Tactical Arts System. According to SCEI it will look like a fighting game, similar to the likes of Street Fighter. It sounds like an interesting game and I hope we here in South Africa will get to have a look at it as well, but unfortunately there is no word of a local release date as of yet.



AD&D Core Rules 2.0 Coming In October

Good news for avid Advanced Dungeon & Dragon players, Wizards of the Coast Inc. and TSR Inc. announced the scheduled release of AD&D Core Rules version 2.0 sometime in October '98. Dungeon Masters and players will find this CD an invaluable tool. It has nine AD&D text books with full search capability, player generator software that features all Player's Option rules and automates NPC creation, two map makers, fully customisable monster and treasure tables as well as a handy dice roller.



Blizzard Employees Goes AWOL

A group of ten employees has left Blizzard and some of them will be starting their own development studio. One of those employees is none other than James Phinney, a producer and designer of StarCraft. The other employees include a programmer, several artists and Blizzard's webmaster. At the time they were working on several projects for Blizzard. According to Blizzard the departure of their employees will not affect the development of Diablo II and Brood War and they are still on schedule. Unfortunately Warcraft II Platinum will be delayed and the companies web site might not be updated for a while. Blizzard wishes the group the best of luck but will not be pursuing any deals with them.



PGL Makes Ready For Its Third Season

AMD PROFESSIONAL GAMERS' LEAGUE

The Professional Gamers League is getting ready to kick off its third season. Quake II and StarCraft features this time round for the action and strategy categories. They will not be using TEN this time for the preliminary rounds and the StarCraft qualification will take place on Blizzard's Battle.net service. The most important for entrants is the fact that the prizes have been given a boost. A whopping \$20,000 will be handed to the winners of the action and strategy category. Team players competing in the Quake II arena can look forward to \$70,000 in cash and \$30,000 in prizes. Pity we don't have anything like this in South Africa.

I HOPE YOU HAVE ENJOYED THIS EDITION OF BITS & BYTES. WE HOPE TO HEAR YOUR OPINIONS AND SUGGESTIONS ABOUT HOW TO IMPROVE THIS SECTION. IF YOU HAVE ANY COMMENTS PLEASE E-MAIL ME AT BB@NAG.CO.ZA
LEONARD DIAMOND - ASSISTANT EDITOR

WIN

NEW AGE
GAMING
SOUTH AFRICA

WIN

COMPETITION

WIN



Due to the enormous success of **Unreal** and **CARMAGEDDON**, **Multimedia Warehouse** and **New Age Gaming** are giving away to 5 lucky winners a copy of each game. Just answer two easy questions.

- 1) In this issue of NAG, how many reviewed titles are distributed by Multimedia Warehouse?
- 2) Which is the best South African gaming magazine? (Clue: Its the only mag entirely produced in SA, Eeerrr YA.)

Send your answer on a postcard to
Unreal Carmageddon/NAG Competition
PO Box 2749, Alberton, 1449
or E-Mail the answer to comp@nag.co.za

5x2



E-Mail:
Top Ten
Postal:
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topten@nag.co.za
Alberton, 1449.

10
TOP
GAMES

With July normally being a slow month when it comes to new releases, gamers flock to the stores and stock up on their favourite warez. From now on we all wait in anticipation for the hoardes of titles that come after the E3 Expo. But for now there is one king on the PC, Starcraft. It has just hit the magic Million Mark in total sales and is taking SA by storm (hehe). So with those kind of figures what will challenge it's superiority. Well, World Cup 98 is still reverberating, even after the World Cup finished it knocks on the top slot. Unreal just misses out on a higher spot but with the strong following it is gathering we should see it move up a notch or two next month. The titles starting to falter slightly are Tomb Raider 2, which has impressed everybody with its long lifespan, and Battlezone slips off the charts after spending one month in

the spotlight. An interesting addition to the charts is Carmageddon, seems like we enjoy running people over. Oh yes, this is S.A. Finally there is a new PSX king in the form of World Cup 98 and Final Fantasy VII slips three places to number four due to the pressures put on it by the quality titles Gran Turismo and RE2. The racing genre holds strong in the rough and tough world of gaming with TOCA and the newbie Need for Speed 2. I'm sure we will see a new addition to this genre pushing hard for number one with the release of Colin McRae Rally, but that remains to be seen if you gamers support it next month. Another new entry is Forsaken from Acclaim and looks like a PSX favourite. The E3 rush begins so send in those votes. Let the games begin. Cheers.

LM = Position Last Month TM = Total Months on chart

PC			
NAME	LM	TM	
1. Starcraft	1	3	
2. World Cup 98	3	1	
3. Unreal	5	1	
4. Age of Empire	4	4	
5. Tomb Raider 2	2	4	
6. Quake 2	9	4	
7. TOCA Touring Car	7	4	
8. Cricket 97	8	1	
9. Carmageddon	new	new	
10. Flight Sim 98	new	new	

PLAYSTATION			
NAME	LM	TM	
1. World Cup 98	5	1	
2. Gran Turismo	2	3	
3. Resident Evil 2	4	3	
4. Final Fantasy 7	1	4	
5. Crash Bandicoot 2	3	4	
6. TOCA Touring Car	7	1	
7. Tomb Raider 2	6	4	
8. Soulblade	10	4	
9. Need for Speed 3	new	new	
10. Forsaken	new	new	

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Quake II frames/sec
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Diamond Monster 3D II (8MB)

54.9
Creative Labs Graphics
Blaster Voodoo2 (12MB)

Incoming frames/sec
(800x600, 16bpp)

67.7
Diamond Monster 3D II (8MB)

64.3
Creative Labs Graphics
Blaster Voodoo2 (12MB)

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BACKCHAT

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Thank you to everybody who wrote in. Unfortunately we cannot reply to all of them, but we do read them all. We now have an e-mail address dedicated to the letters section. The address is stated above. If you utilize the e-mail you are almost guaranteed a reply. Congratulations to Wayne Roberts, who wrote a copy of the amazing Colin McRae Rally on the PlayStation.

Dear NAG

I think it's great to finally have a S.A. mag, with both Playstation and computer combined, as I have both machines. I own an American Playstation and would like to ask a few questions! Could NAG please include an American (misc) side of the Playstation previews? Is it possible maybe in your next mag to show all moves and fatalities for Mortal Kombat Trilogy for computer, as I need this badly? P.S. congrats on your mag and hope that the great price stay the same!

Jason Fuchs
Mulbarton

Hi Hasan

We are currently building up close relationships with our S.A. Distributors who are for the most part working hard to improve the market. PSX NTSC games in S.A. don't help grow the market because only key sectors receive a benefit from them. I'm not saying we will never support the format, but we S.A.'s have had to bow down to the overseas market for long enough, with NAG things are going to change. The cheats for MK Trilogy eluded our previous issues, mainly because there are too many to publish, we working on it. Ed

Dear NAG

Congratulations and thanks for an amazing and entertaining magazine. Although I don't own a Playstation or PC, I buy NAG simply because it has interesting and has quality articles. The mag itself is very cheap, compared to overseas mags. I hope that NAG will remain in S.A. for many years to come. As long as you guys (and gals) at NAG keep up the good work, I will always support NAG!

Best wishes
Shanshi Dhuham
Nigel

Hi Shanshi

Interesting that you don't own a gaming machine, I don't quite

Please include your name and postal address with your letter so we can forward your prize should you win. Any winners without the above shall forfeit the prize and the Editor's cupboard will collect another game (Damn not this month :Ed). The prize cannot be changed for cash or any other product. The Editor's decision is final and that's that.

disk, may I suggest it to be Playstation format.

Andrew Komar
Benoni

Hi Andrew

Thanks for the suggestions and the support. We will fight, for your right, to play games! Ed

Hi NAG

from the DIE HARD GAMER once again, if you don't remember me I wrote a letter to you on the 8th of June congratulating you on your hugely successful gaming magazine. Since then I've bought your second issue and you still deliver the excellent gaming reviews which you are renowned for. I certainly like your intense Under Construction Preview on UNREAL. I wouldn't even doubt that it will be the real Quake killer, because graphically it totally kicks Quake and Quake 2's butts fair and square. At my previous high school we had Quake on a network in our computer center and I didn't like playing it, because my network games often crash and it took

approximately 9 minutes to correct the error before we could even start again. I dislike Quake 2 and its predecessor and I personally think that even Duke 3D's attitude beats them both hands down. Now with UNREAL on the horizon it can only perfect the faith that was lost in Quake especially the stupid AI. We salute UNREAL for its 3D engine and the smart AI which makes up for a whole new gaming experience. If you ever need any Playstation or PC cheats you can always rely on me, because every week I can get PC or Playstation cheats with ease. I've always wanted to work for a gaming magazine as a Cheats expert; I would really like such an opportunity because gaming is a part of my life for the past 11 years. I would like it if you take my application in consideration and I will also include some of my hottest cheats on any genre for you. I am very tired now and must get some sleep. Until next month keep up the good work and don't forget about the Cover CD.

Leon van der Linde
16 years old
Bloemfontein

Hi Leon

Certain topics from your letter I won't even comment on for fear of a slow painful death (re: Quake) but I will agree that Unreal rocks big time. If you have cheats lying around that you would like to share with the rest of S.A., then please send them in.

It seems like the lack of sleep syndrome is not only restricted to the NAG office. Ed

Dear NAG

The first issue was really good; I like the way that you have put everything in categories. I also love the cheats (please put in the cheats for Tomb Raider2 and Grand Theft Auto). The front cover looks very good and the mag is very colourful. Please would you consider a page for ads? I vote that Tomb Raider2 is no.1 for the top ten on the PC list. Can you also organise a competition in Amanzimtoti near Durban, as I can't get to the competition in Joburg? I don't really want a cover CD as I get board with it.

Good luck
Amanzimtoti

Hi PJ

We hope to cover every single cheat for games currently in the market, a tall order but we will be boosting our cheat section. As for a competition being held in Amanzimtoti, it might not be exactly situated in the suburb, but I'm sure Durban might suffice, unfortunately nothing is planned for the near future, but we will be stopping by to support the gaming fraternity in KwaZulu Natal if competitions pop up. Ed

Dear NAG

Hi there! I'm one of your best fans along with countless others and have read your first and second issue from cover to cover twice and enjoyed it everytime. I love your Top Ten, Reviews and Previews your competitions and your cheats. I really enjoyed the Starcraft Terrain Strategy Guide, your Bits and Bytes and Hardware Hype are excellent. I feel more confident about the products you advertise cause your guys give an honest opinion and don't rate products depending on how much cash they will pay you. One of my favourite parts about your second issue besides everything is your Multiplayer Mayhem and Electronic Hideaways. If it weren't for your excellent, high-quality, ass kicking, low cost, South African mag I'd have to use all my allowance to get a shiny up outdated overseas piece of #*! I love all types of PC games from strategy to sports. I'd also like to ask if you could put in a bit more about the web. Thanks for the best mag ever (just wish I could frame them).

Pedro Dias Passos
Rosettenville

Hi Pedro

We might disappoint you this month because we have left out our Multi Mayhem and Electronic Hideaway sections because of my extensive EJ section, but they will be back next time in their full glory. I see you are a similar gamer to me. I also enjoy all types of electronic games, even puzzles (hey, I'm addicted). Ed

Dear NAG

When I first saw NAG I knew this would be a brilliant mag. The cover is great and so are the reviews, not to mention everything else. I am a gamer that is in a wheelchair from birth. I play a lot of PC games and I find

some harder than others to play because of my disability, but hey I still KICK SOME ASS. I was wondering if you know any other guys with a similar situation as me so maybe we could make up a club or arrange a Quake competition, something like you held at Sandton City but on a much smaller scale. I would really appreciate if something could be arranged. The only suggestion I have for the mag is to extend the web section. Keep up the good work guys.

Shawn Arde
Mulbarton

Hey there Shawn

Thanks for taking time out of your busy gaming schedule to write us. We are starting the classified section of the NAG and you will soon hear of any clubs opening in your area, so check out your exclusive Aug NAG issue. Ed

To NAG

I was looking in a Playstation Store and came across your mag. I was overwhelmed. Once I had seen NAG I was attached to it, I just had to buy it. I raced home and started reading it straight away. I just couldn't put it down. Once I read NAG I wrote this letter, I was overjoyed. Finally there is a S.A. Gaming mag, and quite a brilliant one at that. Before I go any further congratulations. I've wasted a lot of money on Overseas Gaming mags, they're a load of junk. But no more money will I waste because of NAG. Thanks a lot. I've got a few suggestions I'd like to share with you. First of all, in regards with a cover CD, instead of having a Playstation and PC CD, divide the monthly mags into two piles and the one pile can have a Playstation CD, and the other a PC CD. Those ways keep it affordable. Secondly you should have a few pages filled with up coming games, such as Croc2, Crash Bandicoot3, Tomb Raider3, Red Alert Retaliation, Tekken3, Soul Blade2, Spyro The Dragon etc. Last of all maybe you could start like a Gaming TV show in connection with your mag, you could talk about games, share a few cheats etc. If this does happen I'd love to be the presenter. P.S. Could you please review Croc, Legend of the Gobbos. Good luck.

Dale Thomas
JHB

Hi Dale

Thanks for all the insight and suggestions, we take all our letters seriously and debate on such matters as CD covers. As for the TV program, I don't think any of the current NAG team would pass the screen tests, so we have to send you our stead. Ed

Dear NAG

I just want to say how thrilled I am to be writing to a South African Gaming Magazine. It is the first time ever that I write a letter to any mag. Firstly, I would like to congratulate you on a excellent mag, keep up the good work. When I set my foot into C.N.A. I walked straight towards the computer magazines. I picked up a copy of the New Age Gaming Mag, I thought it was another overseas mag with a price tag that says "YOU CAN'T AFFORD THIS BRILLIANT MAGAZINE" cause it is from overseas. As I looked on the mag I noticed a low digit number. After a while I saw it was South African. I immediately took the mag and bought it. It was the only computer mag that was in top-notch condition and South African with a low retail price. Secondly, I want to reply on a letter that was in the July 98 issue, it was from Mario Oliver in Goodwood. I would just like to say that he is out of his mind, we don't always want facts. When there are just facts the magazine gets boring after the second issue. Furthermore I would like to say that the reviewers of this mag is excellent. Please keep on reviewing guys. Thirdly I would like to talk about a cover CD. I know you might be sick of all the people nagging about a cover CD. I don't blame you, but if it is possible, a cover CD would look excellent with this excellent mag that South Africa owns. Well that is all that I can think of now. So till next time keep up the great work. Oh ye I almost forgot, if it is possible can you put more Computer than Playstation Station reviews in the mag. I would really appreciate it, but if you decide against it, I wouldn't mind.

Kerry Cuff (Captain Bad)
Benoni

Hi Kerry

What more can I say. Do you enjoy fishing (hehe). Ed

Dear Ed:

Here's a poem:
"Dear NAG thanks for a great mag. Shiny and glossy but not to pricey, Reviews which I like without one spike, I picked my first issue at my local store and as soon as I read it I wanted MORE MORE AND MORE, Your mag is great and not a bit outdated, Your cheats are not guppy but if you want more cheats head to happy puppy (www.happypuppy.com)"

Muzaffar Lool
Kwa-Zulu Natal

Thank for a great mag.
Frans van Niekerk
Pretoria

Hi Frans

Yes, the CD cover issue is a tricky one, but rest assured we are aware of the need for it. We are not sure when we will be breaking the news, but we will eventually surprise all our readers. Thanks for the support. Ed

Dear NAG

Thanks for a really great mag, it makes a refreshing change from all the US and UK crap that we are subjected to. To produce a magazine of such quality and at such an affordable price is definitely an achievement, keep up the good work! I have just one question I would like you to answer: When we get a cover CD (not if we get a CD) what format will the CD take PC, Playstation or both and how much more would the mag cost? Oh! I almost forgot. To Mario Oliver (July 98 issue) you suck man!, how can you say that NAG is not worth R11.95. NAG is worth way more than R11.95 for the quality you receive. What other gaming magazine can you get for the same price? NONE! So why don't you stick your "Computer Gaming World" up your ass and then maybe you would realise what your missing by not reading NAG. I'm sure I will be speaking on behalf of the majority of the readers when I say that: May the flea's of a thousand camels infest your balls and your fingers turn to fish hooks!

Kerry Cuff (Captain Bad)
Benoni

Hi Kerry

What more can I say. Do you enjoy fishing (hehe). Ed

Dear Ed:

Here's a poem:
"Dear NAG thanks for a great mag. Shiny and glossy but not to pricey, Reviews which I like without one spike, I picked my first issue at my local store and as soon as I read it I wanted MORE MORE AND MORE, Your mag is great and not a bit outdated, Your cheats are not guppy but if you want more cheats head to happy puppy (www.happypuppy.com)"

Muzaffar Lool
Kwa-Zulu Natal

Poetry in Motion
Ed

BACKCHAT

PO Box 2749
Alberton
1449

Warren Steven continues his previews of titles at E3 to be released in 1998/1999.

Winging my way over to the good old U.S.A. to visit the Electronic Expo E3 can be considered as a dream come true for me. Atlanta, the city renowned for holding conferences of astronomical sizes hosted the 1998 E3, at the Georgia World Conference Centre. Not many cities have the infrastructure to contend with 41,300 game addicts and journalists from 80 countries, but Atlanta certainly withstood the masses.



MGM Interactive

Wargames

Release: Q3 98
Genre: Action Strategy



20 Years ago, the WOPR, the deadly military super-computer, nearly ignited the Cold War. Now its back with a new mission: Exterminate humanity! Take control of NORAD's conventional forces as you plunge into the ultimate real 3D battle against the WOPR's futuristic troops.

Features: Unlimited camera angles and a completely 3D playfield are available for the first time in a combat/strategy game. Execute your most creative strategies by using the realistic 3D terrain to hide troops and launch surprise attacks. Order your troops to hack for enemy information, intelligence or sabotage the enemy's units and computer center. A huge arsenal is at your disposal. Choose from over 100 land, sea and air units like the double-gunned Mantis, heavy-payload Missile Launcher and massive Hovercraft.



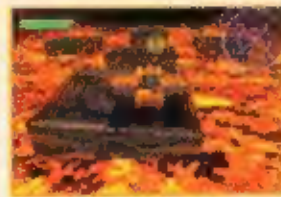
Tiny Tank

Release: Q4 98
Genre: Action Strategy
Web Site: www.tiny-tank.com



Originally built as a marketing ploy to obtain public approval for military spending, Tiny Tank - a war machine with a bad-ass attitude and an arsenal to kick major butt - is mankind's only hope for survival and he is hell-bent on defeating the evil Atank and his army of insane robots.

Features: Race, rocket and fly through futuristic, mind-bending landscapes on totally articulated treads with super-charged jet thrusters. Battle an army of sentient steel robots to over a dozen giant levels packed with hidden secrets and power-ups. Collect brains and guns of destroyed enemies to upgrade Tiny's combat firepower and solve never-seen-before puzzles. Hop to the beat of an ultra-hip original musical score.



Tomorrow Never Dies

Release: Q2 99
Genre: 3rd Person Action



Now you will have the license to kill in the PlayStation's first third game that lets you be the spy known the world over as Special Agent 007.

Features: Based on the latest hit movie Tomorrow Never Dies, Bond's resourcefulness knows no bounds: escape in cars, hijack a tank, swim beneath the ocean or parachute off mountainous cliffs. 3rd person perspective allows for Bond to execute new moves: tuck and roll, creep along walls or perform 3D stunts. All new Q gadgets including high-powered arsenal, zooming sniper scopes, retractable snow skier infra-red micro glasses and a new Walther PPK. In-depth missions delve into the intricacies of espionage.



Return Fire 2

Release: Q3 98
Genre: Action
Web Site: www.returnfire2.com



Based on the game of the same name which walked away with game of the year awards from Electronic Gaming Monthly, this second generation of pulse-pounding 3D land, sea and air combat is the ultimate gaming experience.

Features: Blast your opponents from ground and airborne vehicles including jump jets, tanks, helicopters, assault vehicles, aircraft carriers, jeeps and PT boats. Advanced enemy AI keeps you coming back for more. New multiplayer support offers head-to-head dogfight mode and co-operative or death match action for up to 16 players on LAN or Internet. Over 50 maps for intense combat experience, challenge and replayability.



Microprose

Guardians Agents of Justice

Release: Q4 1998
Genre: Action



The year is 2041. It is a time of governmental collapse, rampant drug abuse and corporate repression. Super-powered mutants have been emerging. You are the head of the Star Council, a secret society dedicated to bringing order back to the world. Three criminal organizations, the Tech Lords, the Claw and the Shadowmen are bent on plunging mankind into total oblivion. You and your team of super heroes must prevent these organizations from succeeding.

Key Features

- A turn-based game with point and click interface
- Head to head play via local area network or modem.
- Two players create their team of heroes and fight each other until one is eliminated.
- Players can choose characters from an extensive list of 24 pre-designed heroes or they can create their own using the custom character creation option.
- The characters move through randomly generated, multi-level, isometric combat mazes exploring buildings,

- breaking through walls, and fighting powerful villains.
- Combat modifications that can be tuned off or on for the most effective combination of attacks.
- Numerous action oriented attack and reaction sequences.
- Captivating 3D graphics, Super VGA



Falcon 4.0

Release: Spring/Summer 1998
Genre: Combat Flight Simulation



Falcon 4.0 is a Windows 95, multiplayer air combat simulation set in the Korean peninsula with a real-time war in progress in which you take the role of a single pilot in an F-16 jet fighter. Falcon 4.0's superb 3-D photorealistic, texture-mapped graphics and detailed models of F-16 avions, weapons and threats will provide the most realistic combat flight simulation available. The ongoing simulation of a complex air/land/sea battle, called the Campaign Manager TM, will create all of the tension, chaos and adventure that exists in modern air combat, immersing you within the game like no other flight simulation has done before.



Virgin Interactive Entertainment

Sword & Sorcery

Release: October 1998
Genre: RPG



A RPG that gives players the ability to choose turn-based or real-time combat. Created by David W. Bradley, one of the world's premiere designers of computer fantasy role-playing games and the genius behind Wizardry 1, 6 and 7, *Sword & Sorcery* is a 3-D role-playing game for Windows 95-based Pentium PCs. According to Bradley, the underlying principle behind *Sword & Sorcery* is simple: to bring "live" role-playing to the computer games, offering the player a closer sense of true role-playing than anyone has ever before experienced. *Sword & Sorcery* can be played either as a single-player game or multiplayer (Internet, modem/LAN) game.



Dawn of War

Release: Q2 1999
Genre: Strategy



Developed by veteran gamers (Ben Goss, Freeman, Stephen Freeman, and their team at Blatant Machines), *Dawn of War* transports players to a mythical world of prehistoric conflict where primitive races battle the mystical forces of nature, ferocious dinosaurs, hostile terrain, and each other. Players choose to be one of three tribes: Cavemen, Neanderthals, or Humans (a fantasy race of humanoid dinosaurs) in their struggle to conquer the world. To stay on top of the food chain, players will need to carefully manage the growth of their village, conquer their enemies and fulfill quests. In *Dawn of War*, tribesmen can be ordered to perform a variety of tasks such as gathering wood or stone, constructing buildings or special units, researching new technologies or casting magical spells.



Duel: The Mage Wars

Release: Q4 1998
Genre: Strategy



Duel: The Mage Wars draws upon popular mythology and history to create a beguiling set of magical-shifting realms in which wizards schooled in the deadly arts of sorcery vie for dominance. More than 21 mythical creatures including Black Dogs, Brownies, Centaurs, Elves, Griffins, Heroes, Phoenixes, Unicorns, Bats, Trolls, Wraiths, Skeletons and Zombies can be called forth to help the player wage war against the fearsome Wizard overlords who reign supreme over 30 regions withing with natural and supernatural dangers. Boasting up to 36 player Internet action.



F-16 Aggressor

Release: Q4 1998
Genre: Flight Sim



What is it that sets this flight model apart from what has been seen to date in the computer game market? According to developer General Simulations, incorporated (GSI), it is the attention to detail and the commitment not to be satisfied with anything less than the highest level of realism and accuracy. Pursuant to GSI's goal, the real-time flight dynamics engine used in this product was developed over the past seven years and has been used by the U.S. Air Force and major defense contractors and companies throughout the U.S., specializing in military simulations for the U.S. Defense Department. Moreover, *F-16 Aggressor* is the only F-16 flight sim on the market to feature an explicit and complete model of the Fighting Falcon's fly-by-wire flight control system.



Superbike World Champs

Release: Q4 1998
Genre: Bike Racing



Now gamers can experience 32 rounds and 24 series of ultra-competitive motorcycle racing on 32 accurately modeled Superbike race courses. Boasting the real bikes, tracks, teams and racers of the actual world-class event, *Superbike World Championship* immerses gamers in a high-octane simulation of the ultimate bike race and lets them tear up the asphalt on dream machines like Ducati, Honda, Suzuki, Kawasaki and Yamaha. A combination of high-end graphics and intense multiplayer action allows the player to feel the pressure of gunning for first place against up to 10 other racers via Serial link, Network & Modem in Practice, Qualifying, Warm Up and Race modes.



Professional Sports Car

Release: Q4 1998
Genre: Racing Sim



For the player's driving pleasure, all of the dream cars racing in the 1998 season of the Professional SportsCar championship will be authentically re-created including the internationally famous Ferrari Superamerica. Virgin Interactive sponsors the Exxon Supreme GT racing series. This relationship provides V.I. with the opportunity to work closely with the actual Professional Sports Car racing circuit teams and drivers to create the most realistic and exciting interactive Sports Car board on the market. The game will also feature likenesses of famed racing teams and highly intelligent computer-controlled opponents which simulate the driving styles of real-life racers. Like each dream machine, all road courses on the circuit will feature unparalleled realism. The trackside areas will be completely detailed.



Recoil

Release: Q3 1998
Genre: Futuristic Action Shooter



A futuristic action shooter that challenges players to overcome the forces of a power-hungry computer network in a vehicle that morphs from a rapid-motion tank to a hovercraft, to amphibious war machine to a submersible - all in the player's choice of first or third person perspective. Developed by Zipper Interactive, *Recoil* boasts a cutting-edge game engine that allows unrestricted 3-D movement in complex worlds at a fast frame rate both with and without the latest graphics cards. The engine and supporting technology provide the capability for awesome gameplay, highly realistic simulation, great multiplayer features and stunning effects, such as cratering and other environmental battle damage, altitude-based fog, depth-based haze and horizon, spectacular lighting effects and realistic vehicle damage.



Thrill Kill

Release: September 1998
Genre: Beat-Em-Up



Featuring over-the-top violence and combat between all manner of psychotic deviants, *Thrill Kill* is definitely not for the faint-hearted or squeamish. Instead of the usual fighting game fare of kung-fu masters and monsters, this blistering bloodbath pits vicious hellbound freaks, mutants and crazies against each other and lets them battle it out for a chance to return from purgatory to earth. Once immersed in the competition, gamers will struggle to defeat match arenas set in some of the most nightmarish places on this earth and in the underworld including the Insane Asylum, the Monkeys, the Meatlocker, Just Bury Grounds and Hell itself. Several twists have been put on the traditional fighting, such as the ability to multi-tap with three friends for four-way fighting which is unique to the PlayStation format.



VIVA Soccer

Release: September 1998
Genre: Football Sim



Viva Soccer lets players bring back their favorite teams and players from the past four decades. The user can play forward through time in the World Cup Tournaments from 1958-1990, changing soccer as they wish. Soccer fans can also form dream teams of their favorite players and challenge the world. *Viva Soccer* boasts an incredible selection of real players and real teams which includes over 900 teams, 16,000 players, close to 2,000 different uniforms, 250,000 different player attributes and easily recognizable representations of all world famous players. Scoring goals is also more exciting in *Viva Soccer*. Shots from top players will be modified into impressive efforts so realistic that a shot on goal will have all the drama of a live game. *Viva Soccer* has a unique look and feel, drawing on the television and musical culture from the past through the present to create a rich, realistic and rewarding game environment quite different to any other in the genre yet appealing to both young and mature gamers alike.



Microsoft

Age of Empires 2

Release: Q2 99
Genre: Strategy



Age of Empires 2 spans a thousand years, from the Dark Ages to the late medieval period, in which players control the destiny of humankind from the fall of Rome through the Middle Ages. The game keeps the epic scope of the gameplay in Age of Empires while evolving the combat, economy, trading and diplomacy features. **Features:** Combat: Players can use gathering, military formations and advantages in direction facing to add interesting tactical choices. Units are smaller with new AI options such as guard, patrol, and follow as well as multiple aggression levels. In addition players can run enemy ships as well as build them and capture them. Alternatives to Combat: Players can improve the economy of their civilization through expanded trade and diplomacy options. In addition to gathering resources, they can trade at their own market or use trading routes with their allies. A market-based economy gives new options for players to buy and sell as well as speculate on resources. Diverse Cultures: Games cover one of 11 mighty civilizations.



Motocross Madness

Release: Q3 98
Genre: Motocross Racing



Motocross Madness is a stunt racing game currently in development that captures the daredevil spirit of world class motorcycle racing. MM allows gamers to control the bike separately, providing superior control, more fun and realistic gameplay. **Features:** Unique rider and bike physics model. Users control the throttle, brake, steering and gears on the bike, as well as the rider's center of gravity, which can be moved forward, backward or to either side. This results in superior control for sophisticated racers and more realistic gameplay for all users, as well as 16 mid-air stunts and jumps. MM features an extreme stunt competition that takes place in five different rock quarries where users must complete as many stunts as possible. MM is built from the ground up to take advantage of 3D hardware acceleration. Photorealistically sampled textures supply highly detailed 3D graphics for the riders, bikes, terrain and sky. MM features an easy-to-use track editor to help users build supercross tracks based on multiple templates supplied with the game. Up to eight players can race head-to-head via LAN's, modem or internet through Gaming Zone.



Urban Assault

Release: Summer 99
Genre: Action/Strategy



Urban Assault combines diverse action game play with strategic depth. From a first-person cockpit perspective, players can control 15 types of combat vehicles, from airplanes, helicopters and satellites to jeeps and tanks. Gamers can simultaneously command and deploy their entire army from an overhead transparent map as they manage resources and upgrade technologies. To win the game players have to think like a general and perform like a front-line soldier. Urban Assault is set in a foreboding, post-apocalyptic 3D world with astounding high quality graphics. **Features:** Urban Assault lets gamers experience a variety of heart pounding action game play by enabling them to pilot up to 15 types of each vehicle - tanks, helicopters, jets, jeeps, bombers, satellites - each with its own specific weaponry and functions. Gamers can fight against five distinct species and 15 types of enemy vehicles, from those of biotic aliens to World War I vehicles such as biplanes and zeppelins.



KONAMI

Metal Gear: Solid

Release: October 98
Genre: 3rd Person Action



The 'Metal Gear' are highly mobile mechanized tanks, designed in the early 21st Century, as a government black ops project. Piloted by a single soldier, they can be inserted into military hostilities at a moment's notice. Their greatest strength is also the greatest threat in this game - a payload of nuclear-tipped long range nuclear missiles. They are stored in a remote army facility on Shadow Moses Island off the coast of Alaska. In the game our hero, Snake, is called in to fight his former comrades - the Foxhound Special Forces - who have seized a nuclear weapons storage facility. Possessing an intimate knowledge of their abilities and tactics, Snake is the perfect man to infiltrate the security complex and counter the terrorist threat.



Azure Dreams

Release: July 98
Genre: Role Playing Game



For years the Demon Tower has beckoned and, today, on your fifteenth birthday, it's time to enter. So the story begins in Azure Dreams, the next role playing game to join the growing family at Konami. Players take the role of an apprentice monster tamer searching a magical tower for demon eggs to collect and grow. Once collected these eggs can be sold for profit or raised into friendly helpers that'll aid the player in his exploration of the higher reaches of the tower. With a flexible story system, that allows for the building of a prosperous town using earned funds, and a random map generator that makes each tower into the tower a new experience.



Silent Hill

Release: Q4 98
Genre: Gothic Horror Adventure



Konami's first gothic horror game puts players in the heart of an eerie mystery searching for a missing daughter whilst unraveling the threads that lead to the disappearance of a whole town. Set in the sleepy little 'burg of Silent Hill - a place that defies the word 'hick'. Only now, something weird is happening, the residents have vanished and the very fabric of reality has been turned upside down. With stunning 3D polygon graphics and a nerve-jangling soundtrack, this game will put players on the edge of their seats as they investigate the mystery of Silent Hill.

The Contra Adventure

Release: August 98
Genre: Action Strategy



Having sold nearly four million units since the game's introduction in 1987, the Contra series has become synonymous with blood-soaked fun that puts the gamers' strategy and shooting skills to the ultimate test. This all new 3D version brings consumers a fresh scenario set in a beautifully textured polygonal world. Nine powerful weapons, including the popular starter gun and over ten intense stages combine to offer a thrill-packed, value-for-money experience. This title will appeal to existing fans of the Contra franchise with gameplay elements that highlight the classic appeal of this series.

Blue Byte

Game, Net & Match

Release: Q3 98
Genre: Tennis Sports Simulation



In G. N&M you'll go head-to-head against the best that the computer and your friends have to offer. When you think you're ready, you can enter the World arena via the Blue Byte tennis server. Online 24 hours a day and capable of handling thousands of players at once. Victories here move you higher up in the world rankings, closer to that coveted number one spot. **Features:** 3D graphics engine from the game Extreme Assault creates animat-



ed, realistic simulations of tennis players in action. A choice of 6 male and 6 female players with varying levels of quickness, strengths and composure as well as backhand, forehand, volley and service skills. Digital audio of cheering crowds, umpire calls, in-game commentaries and visible emotional reactions by the computer. A field of 100 male and 100 female computer opponents will compete with you for the top ranking during a season of 169 tournaments.

G-Shock

Release: Q4 98
Genre: Underwater 3rd Person Adven.



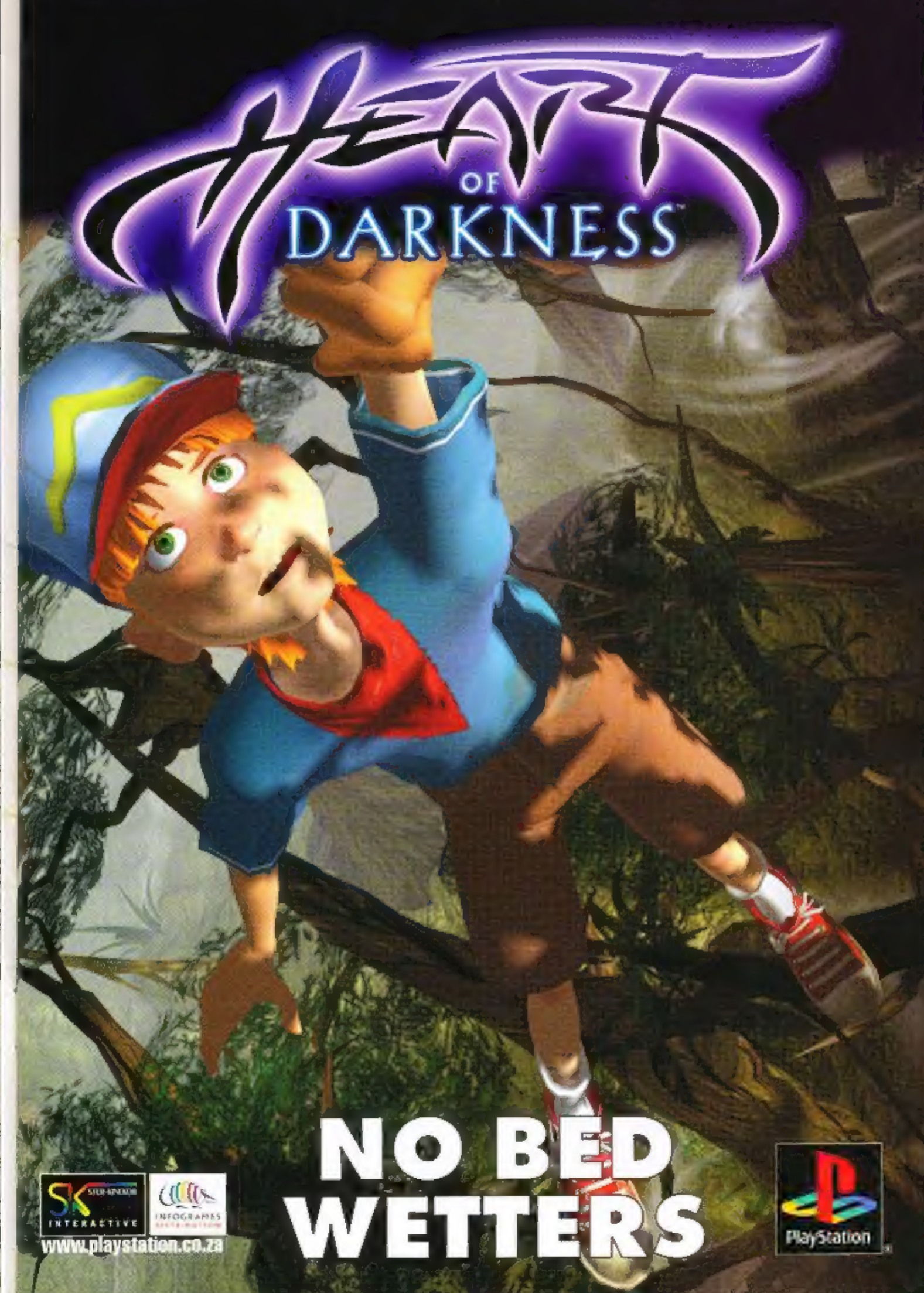
Players take the role of Jean Cave, salvage diver, bounty hunter and general all-round bum. Down on his luck and newly arrived on the Mediterranean island of Corsica, he's searching for the lost wreck of the Atalida, once the world's largest cruise liner, which disappeared in these waters 50 years ago. In need of vital supplies and equipment to start the search Cave must first survey some smaller wrecks and take what booty is available. Excellent graphics, an engaging story and perilous deep sea adventure make G-Shock a highly interesting title for the 98 releases.

Poy Poy 2

Release: September 98
Genre: Puzzle Platform



Expanding on last year's party game, Poy Poy 2 delivers more stages, more items, more moves and more fun. The sequel includes multi-height levels and moon-based arenas with decreased gravity. Plus, there's new puzzle gloves that enable special throwing skills and enhanced character agility with charges, dishing rolls and crawling added. The object of the game is to pick up rocks, bombs and even your opponents and throw them around, gaining points for outlasting enemies and skills used in throwing objects. Poy Poy 2 is a fun and light-hearted game for players of all skills and ages.



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NO BED WETTERS

Cryo Interactive

SAGA: Rage of the Viking

Release: Unknown
Genre: Strategy



Discover the strategy game that places you right in the middle of the awesome universe of the Vikings, their majestic legends and their mysterious beliefs. Form your clan, manage your resources, forge your weapons, build your drakkar sailing ships and set out to conquer enemy nations of clever elves, mighty giants and vicious trolls, among many others, await you, each race steeped in its own characteristics. Real time strategy game with outstanding 2D and 3D graphics and rich in animations. Over 60 different clans to fight and to conquer in the course of your peoples saga. Highly developed level of artificial intelligence for unprecedented level of strategy sim.

Riverworld

Release: Unknown
Genre: Strategy



A strategy and resource management game entirely in real time 3D. Explore dozens of territories as you find, recruit, manage, fight and use a planet full of people of varying skills and aptitudes, including many great historical figures, to achieve your own goals. Over 100 interactive characters all represented in real time 3D, with realistic body movements thanks to 3D motion capture. Real time 3D allows you to zoom in and out freely and overhead view of territories to optimize exploration and battle strategies. 4 challenging game levels spread over 11 technological ages. Hundreds of objects and vehicles to build, invent and use. All animated. Stand alone or networked versions.

The 3rd Millennium

Release: Unknown
Genre: Strategy



Civil wars, military juntas, inner-city gangs, we already know what the world will look like in the year 2000. What about the year 2500? You are challenged to bring the world together in 500 years. A visually rich isometric map - with 260000 plots of 2500 square kilometres - is populated on the basis of actual census projections and includes hundreds of political, demographic, sociological, geographical and economic surprises. Best of all, the rules are entirely up to you: save the rainforest or plough it over, promote equality in the workforce or block it, in the world's first politically UNcorrect simulation game.

Beam Software

KKND 2: Krossfire

Release: Q3 98
Genre: Real-Time Strat.



The survivors are back, freshened up after spending 40 years away from the radioactive surface. The Evolved are there as well, becoming more mutated after spending 40 years on the radioactive surface. And the series 9, agricultural zone real world, have shown up to punish humanity for running their lives. It's gonna be a great war, for those who can keep their heads on their shoulders.

Features: 51 single player missions in a non-linear structure. Full mission editor for single and multiplayer maps. Advanced CPU AI learns from terrain and continuously uses scouts to assess the players strengths and weaknesses. Up to 16 player support with 2D multi-player maps using TCP/IP and LAN. Stacks of air, land and amphibious units for each team. True fog of war with line of sight allows for hiding and ambushing. KKND2 uses the famous, facial motion capture system to bring the rendered mission briefing to life. The 3D terrain emulation allows player tactics such as high ground advantage, trap setting and hiding underground.

Dethkarz

Release: Q3 98
Genre: Combat Racing Simulation



Dethkarz will soon be burning rubber and launching plasma missiles across 3D accelerated PC's and PlayStation's everywhere. Combining the adrenaline pumping action of fast paced stunt racing with futuristic weapons, Dethkarz will hit players in the face with its blinding speed and wizardry.

Features: 4 racing environments with up to 10 cars over 12 tracks, plus Atom, Arcade, Championship and Time Trial modes. Cool car dynamics and track layouts, allowing for awesome jumps, stunts and car control. 4 customizable racing cars with individual handling, combat and racing characteristics. Excellent graphical detail and quality - 3D acceleration specific (3Dfx & Power VR). Different race classes and hidden vehicles for enhanced replay value. Stunning set pieces and interactive action scenes within each racing environment. Multiplayer support via LAN and modem connections. Support for force feedback devices.

KKND 3

Release: Q3 98
Genre: Real-Time Strategy



The Survivors think they own the planet, on account of their technical superiority and the fact that no-one has been peeing in their gene pool. And the Series 9 robots, have decided that no human is going to own the planet. Looks like the end of the world again. KKND (PlayStation) is a new game set in the KKND universe. Designed specifically for the PSX, KKND is a real-time strategy game that takes advantage of the PSX control system.

Features: Fast, controller-based order system. Three selectable sides: Survivor, Evolved and the Series 9 robots. Multiple air, land and amphibious units for each team. Plentiful resources which allow quick army build up for third paced games. 50 single or multiplayer missions (rushed to deliver fast-paced action). Two player split screen mode with built competitive and co-operative play. Humorous text supporting mission briefings.

Blotech Liberator

Release: Q3 98
Genre: Action Shooter



You're in control of a single combat vehicle, but one capable of morphing into widely different forms, providing you're carrying the relevant transform Pod for your current situation. Each form has its own unique abilities and weapons. It's you against an entire planet of wannabering noddies, so you're going to need everything you got if you want to get out in one piece. Think of Soviet Strike meets Blast Corps, with a pinch of Lemmings, is short, a mix of strategic problem solving, white knuckle action and hefty explosions.

Features: A wide range of unique and awesome weapons, death enemy and fiendish puzzles to solve. Fully deformed true 3D landscapes - if you don't like the way something looks, blow it up. Multiple 2 player modes. Choose from death match, conquest and chase variations. Support for force feedback devices.

Squaresoft

Parasite Eve

Release: Q4 98
Genre: Adventure Action



Elements of science fiction, horror, exploration, action and adventure are combined with the film-quality storytelling and visuals in Squaresoft's Parasite Eve. The complex, compelling storyline, based on the best selling novel, forces the player into a struggle for the survival of the human race. The highly acclaimed pre-rendered graphic format used in Final Fantasy 7 blends Parasite Eve's beautiful cinematic scenes seamlessly with the realistically detailed gameplay environments. Real time 3D polygon battles use a newly refined version of the Active Time Battle system, pitting players against mutated monsters, armed with an arsenal of customizable weapons and armor.

Xenogears

Release: Q4 98
Genre: Futuristic RPG



Preserving all the authentic elements of RPG's while adding an explosive blend of hand-drawn and computer-generated animation story scenes, giant fighting robot action and unique battle sequences, Xenogears provides the elements that made final fantasy 7 popular and adds original features as well. Over 20 minutes of dramatic cell animation with dialog sets the scene for this intricate, futuristic tale. Players can rotate the 3D gameplay maps a full 360 degrees and can jump to allow further exploration. Dynamic camera angles and lighting effects provide an experience that won't be forgotten.

Bushido Blade 2

Release: Q4 98
Genre: Sword Fighting



Having breathed new life into the fighting genre with Bushido Blade, Squaresoft has brought realistic swordplay even closer to reality with its sequel, Bushido Blade 2. Players battle in vast, new, open 3D environments where a single blow can make the difference between life and death. Combining a unique dueling style which eliminates life meters, time limits and restricted movements, BB2 also incorporates many new improvements. 12 new fighters enter the battle, bringing the total of playable characters to 20. New fighting modes, moves, weapons, and subweapons have been added. Each character encounters a unique story, path, opponents, and ending, maximizing replay value.

Take 2 Interactive

Montezuma's Return

Release: September 1998
Genre: 1st Person Action/Adventure



Anyone who was playing games in 1994 will recall this game as a classic, appearing on all formats as 'Montezuma's Revenge' and winning universal acclaim from the press and gaming community alike. Now, after a thirteen year sabbatical, the game that helped create an industry is back in all its glory, and sporting a new first person guise for 1998. In Montezuma's Return we take real time 3D to the next level by creating the most immersive interactive experience to date. Designed with no game in mind, the game is a first person perspective inspiration. Games don't have to be full of blood and weapons to hit the right spot and, as proved by Montezuma's historical role in the 1910's, the time could just be right to introduce a whole new gaming community to Max Montezuma 1998 style.



Space Bunnies Must Die

Release: Q1 98
Genre: 3D Action Shooter



Giant bunnies invade earth, round up humans to use as slaves and food, capture and dissect animals in order to see them back together in bizarre combinations, and kidnap an up-and-coming country western singer for their leader's prize pet. The primary focus of gameplay is blasting alien bunnies from outer space and utilizing their army of mutant earth animals to help overcome daunting obstacles. SBMD casts the player in the role of Allison, a sexy trash-talking, rodeo-riding Rambo bent on revenge. She embarks on a hair-raising adventure into a subterranean death camp where animals turn the tables on humans. The player runs, climbs, jumps and blasts her way through a series of challenging maze-like levels jam-packed with pitfalls and populated by a menagerie of bizarre creatures.



Terra Victoris

Release: September 1998
Genre: Strategy



Combining the tactical play of real-time strategy games with the character depth of turn-based strategy games, Terra Victoris introduces the player to an environment in which they not only build an elite team of soldiers with specialized abilities, but then equip them and lead them into real-time battle. Facing complex and difficult scenarios against a much larger foe, players move their covert team from territory to territory, with the single aim of destroying the opposing side. Strategy is not only important on the battlefield but at a larger level as well, as territories may be won and then lost, with both contested land changing hands back and forth until one side emerges victorious.



Thrust Twist 'n Turn

Release: Q4 98
Genre: Futuristic 3D Racing



With a fast to performance 3D engine, smooth graphics, cool 3D tracks, loops, jumps, lifts and crazy halfpipes are all part of the racing experience. You can drive a single race on a single track, or compete in an entire racing season in Championship mode. TTT features arcade styling with pits and shield damage meters. Negotiate bumpy turns, make jaw-dropping drops and initiate jumps while blasting your opponents with weapons. **Features:** 10 multi-lane, spaghetti like tracks, 6 individual vehicle designs. A possibility to tune the vehicle between races. Visible damages on vehicles. Advanced computer-controlled drivers and a carefully tuned challenge level for both beginners and experts. Multiple racing modes and a battle mode. Split screen options for two players.



Spearhead

Release: October 1998
Genre: Tank Simulation



Get behind the controls of a M1A2 Abrams tank in this awesome combat simulation. The game is visually stunning with support for 3Dfx acceleration already built in. Battles can be fought during different times of the day including dawn, dusk and night, with each affecting strategy. The tanks are modeled on texture maps from real army tanks, with supporting vehicles also modeled after their real life counterparts. Real world physics are reflected in the game forcing the player to control their tank the way real tanks must be controlled. A monstrous machine that can move over 60 miles per hour and stop on a dime is not easy to control. Moving carelessly over the wrong terrain will result in a tank that is stuck or turned over on its top. With nearly every detail of tank battle accurately represented, military simulation fans have a lot to look forward to.



Monkey Hero

Release: Q4 1998
Genre: Adventure



As the main character, Monkey, you venture through a vast landscape of over 1300 screens of gameplay packed with challenging puzzles and powerful enemies. Monkey must restore harmony between the Three Worlds by finding the missing eight Chapters of the Magic Story Book. Explore over 10 action-packed dungeons and other fantastic sites, encountering 45 different enemies and 14 unique bosses, including a final battle with the magical and muscular Nightmarer boss. **Features:** a real time 3D terrain with true perspective and a fully interactive, beautifully textured environment where you have full interaction with the gameplay environment. Arkook is a unique mix of Japanese anime and Disney style animations.



Red Orb Interactive

Warlords 3: DarkLords Rising (Add On)

Release: August 98
Genre: Strategy



DarkLords Rising features four new campaigns and twelve individual scenarios, including all of the original Reign of Heroes scenarios, as well as five new hero types, 30 new units, two new spells and ten new abilities. Seven multiplayer games have also been added, including capture the flag and death versus death games. The robust AI has been greatly enhanced, and now features computer personalities and game specific computer AI in multiplayer games. A fully-functional map, item and campaign editor rounds out the package making this an essential purchase for any discerning Warlords fan.



Baja 1000 Racing

Release: November 98
Genre: Off Road Racing



The action is displayed via a state of the art 3D engine delivering stunning, high polygon count graphics at a high, sustainable framerate. In Baja 1000 Racing, you attempt not to just win the race, but to survive it. Competitors conquer a wide variety of terrain and weather conditions, including mud, dirt, sand, and snow, as they traverse a course modeled on the 1995 race covering the entire length of the Baja California, Mexico peninsula. Players choose from a selection of Class 1 open wheel buggies or super high performance Trophy Trucks, and race up to fifteen computer controlled racers or fifteen human opponents via the Internet.



Prince of Persia 3D

Release: Q1 99
Genre: 3rd Person Action/Adventure



Prince of Persia 3D includes all the features which made Prince of Persia so popular, including fluid, realistic animation, devious traps, and an elegantly simple interface for running, jumping, climbing, and sword fighting. The new version of Prince of Persia uses advanced 3D technology to combine the fast-action combat of a fighting game with the depth and immersion of a classic adventure game. The story line, co-authored by Mechani, is in the rich tradition of the Arabian Nights and pulls the player through the exotic and fantastic locales of ancient Persia. Environments will include ornate palaces, labyrinthine caverns, mystical ruins, and bizarre fortresses, all of which will be vividly portrayed in the rich aesthetic characteristic of Middle Eastern culture.



Extreme Warfare

Release: August 98
Genre: 3D Action



It seems that a new dimension is entering the gaming market with co-operative play becoming a much-needed facet for the multi-player gaming. That is how Red Orb and Extreme Warfare are taking up the battle with unique missions not only based on blasting everything in your path but using the teamwork and strategic entities for completing 24 multiplayer missions. From what can be seen from the screenshots this seems very promising for the gamers who are looking for the different side to multiplayer. As a single player game EW promises to be different and entertaining with 13 single player missions per race.



GAME OVER
Score

As with many other games, developers and distributors create an aura of excitement around their products months before their time of release. Commando's: Behind Enemy Lines being no different, is one of the highly anticipated games of 1998 and transports you back in time to the World War 2 era of valour and honour.

Based on the hit movies such as Dirty Dozen, The Guns of Navarone and Devil's Brigade, you take control of a reckless and seemingly organised group of trained mercenaries, hell bent on changing the course history. Armed with weapons of destruction, your objective is nothing less than all out success of all objectives and with that in mind, these guys give new meaning to the term 'license to kill'.

War veterans and shell-shocked game lovers will no doubt revel in Commando's strong historical story set in the ding-dong battles of the Allies against Germans. It must be said that Pyro's intention to make Commando's a more playable title than a perfectly historically correct simulation of the World War 2 was the right decision and only the die-hard wartime strategy gamer will pick up the small indifference.

As levels and standards increase in the gaming fraternity, Commando's sets new peaks to be scaled. Impressive opening intros to each mission and superbly detailed levels have been structured to give the feel of the era. The six available characters are uniquely designed in all ways and particular attention has been given to the buildings, vehicles and general graphics. The new engine from Pyro stands up to the drain that Commando's gameplay puts on it and has a range of eye candy features that set the picture of historical clarity. Even without 3Dx or 3D acceleration, there are graphical delights that stand out such as massive explosions that are simply a wonder to watch and the ability to zoom in and out sets Commando's apart from similar games of this genre. A simple press of a button will zoom out until you have the entire map on the screen and vice versa will zoom in

Real-Time Strategy

Min Required	Recommended
Pentium 100 Mhz 16 MB RAM 4 X CDROM 1.50 Gb Hard Drive Space DirectX Sound Comp. Win 95 (DirectX 5)	Pentium 166 Mhz 32 MB RAM 8 X CDROM 1.50 Gb Hard Drive Space DirectX Sound Comp. Win 95 (DirectX 5)

Developer: **Pyro Studios**

Publisher: **Eidos Interactive**

Supplier: **EA Africa**
Tel: (011) 803-1212
R 349.00

International Web & Demo Site
www.eidosinteractive.com
SA Download
www.gamesdomain.co.za
Size 13.4 Mb



BEHIND ENEMY LINES

Storm dons his SADF uniform and leopard crawls through the mud with some of the meanest mercenaries you can find.

that you could almost smell the breath of your enemy, though a bit pixellised. You are also able to change the resolution up to 1024 x 768, if your graphic card and processor allow, giving you a much larger viewing area of the game.

Commando's: Behind Enemy Lines idea

of using the isometric real-time strategy genre shows dividends when you actually get into the depths of this title. It has twenty single player missions, each with varying objectives and goals. Each mission is packed with soldiers, patrols, artillery posts, vehicles and



barracks. A large amount of planning and strategising encompasses Commando's gameplay and gives new meaning to the term 'patience is a virtue'. Stealth and cunning are the sole techniques to be used and a small dose of destruction.

You start each mission with a varying team that is decided upon by the computer, a little annoying seeing that it also decides what weapons and supplies each merc gets. With that you set off on tasks that would scare off even the ruthless Russian Mafia. This is where the intense strategy comes in, each character has a certain training and can only use certain weaponry and perform different functions. For example the Green Beret carries a knife for slitting throats, a decoy for attracting attention, a ice pick for climbing and a shovel for hiding in sand or snow for surprise attacks. He is also big and strong and can therefore pick-up and move bodies and drums, and with that he can even hide the bodies under drums. The balance of the characters are made up of a driver (can use vehicles, submachine gun and first aid kit), marine (stealth knife, inflatable boat, harpoon and scuba gear), sapper (trap, grenades, wire cutters, pliers, time and remote control bombs), sniper (sniper rifle and first aid kit), spy (poison syringe, impersonate enemy, distract enemy, first aid kit and hide bodies). This gives you an idea of the usefulness that each merc has and believe me Commando's makes full use of each and everyone during the missions.

It seems that Pyro have put a



Commando's: Behind Enemy Lines (cont)



Highly detailed landscapes and buildings create awesome levels of play.

great deal of effort into the computer controlled AI and this all revolves around the characters field of view. Commando's looks from the start of each mission to be to easy, because you are able to see the entire map (no fog of war effect) and you can see exactly where the enemies field of view is. But these advantages are soon understood and are critical to completing even the first mission. You will end up having to time moves and crawling around because the computer characters always seems to cover each other, if you kill an enemy



some very annoying bugs. Somehow they passed through the quality control of the developers, either that or they would rather use the purchasers to find the faults. A mention must be made about the save game bug that periodically creeps in, once you save a game and reload it, certain characters have moved and are making their way to a suicidal death. This can set you back a few hours because without the survival of all your mercs, you cannot continue on to the next mission. Another bug comes from the multiplayer sector that shows symptoms of a memory leak by increased latency and out of sync problems the longer you play. By the way, the multiplayer option allows up to six players co-operatively (no



In those days MRET Satellite needed some serious equipment.

deathmatch) and will have you and a few friends bashing each other after no time. There is a patch available, though difficult to find, which fixes the multiple CD's problem for multiplayer.

Commando's control mechanism is another disappointing feature frustrating the player time and again. You are able to control individuals and groups of mercs but this is a tedious task of using the control button. No drag and select feature is offered and in tense situations there is no doubt you will lose one of your characters. A lot of practice and use of the hot keys will overcome the short-sited control but for the most part you will be reverting back to saved games. In the sound department there is nothing that stands out as overly special, dodgy accents and subtle background music are average.

Looking past Commando's flaws is a little difficult at times and they show up frequently. Nevertheless Commando's is a totally addictive game that will keep you occupied for many hours on end with its strong AI and intriguing missions. If the bugs and control problems had been sorted out, I have no doubt that Commando's would have received higher accolades.

SUMMARY

Unique World War II strategy game with excellent non accelerated graphics. The computer offers intelligent AI that makes for challenging gameplay and long hours of enjoyment. Unfortunately due to some irritating bugs Commando's does not reach the heights it should have.

GRAPHICS

92

CONTROL

75

TCRIP (2-5)

STATUS

82

COMPARATIVES

Syndicate Wars X-Com

+ Challenging Gameplay
+ Superb Graphics
+ Intelligent AI

CONTROL

87

PLAYABILITY

90

Multiplayer Bugs - Average Control

OVERALL RATING

86

PRICES and CD'S

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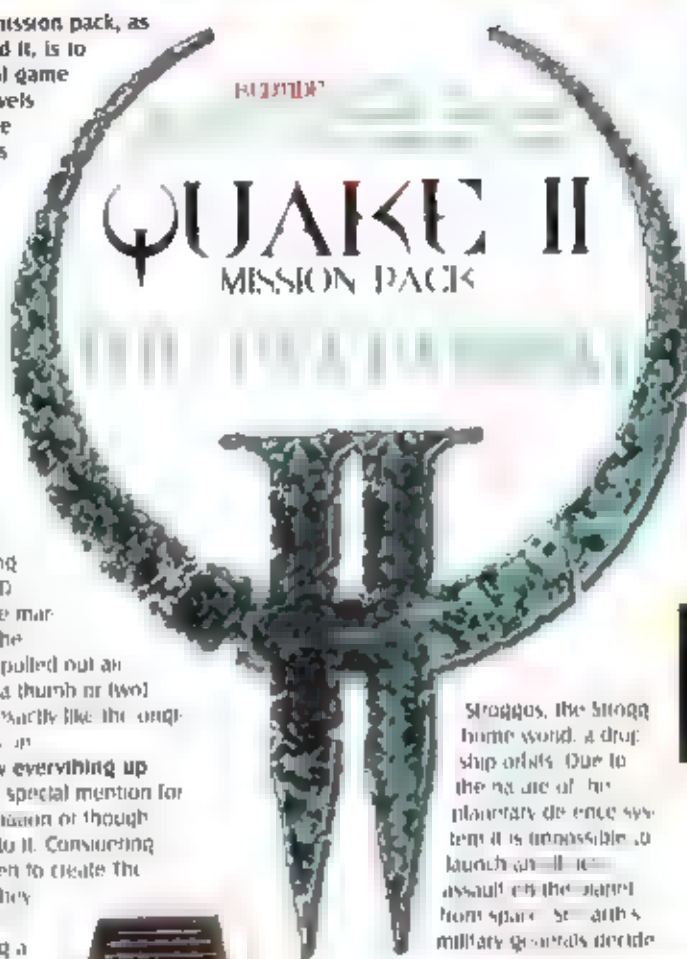
Multiplayer Bugs - Average Control

The purpose of a mission pack, as far as I understand it, is to add to the original game. New monsters, levels and weapons should be standard issue. But this isn't where it should end. Besides all the obvious additions, a little something extra is required to make it special. It's been done in the past with the brilliant mission packs for the original Quake so you have to wonder where The Reckoning went wrong!

With the release of Unreal and the upcoming deluge of first person 3D shooters about to hit the market, the developers of The Reckoning should have pulled out all the stops (and perhaps a thumb or two) to make it as good as the original Quake II with knobs on.

Kill everyone and blow everything up
The plot deserves a special mention for the sheer lack of imagination or thought that must have gone into it. Considering the amount of time taken to create The Reckoning you'd think they would have spent more

than ten minutes writing a decent script. But who am I to judge, you can decide for yourself. The Reckoning follows a slightly different path from the original assault on Struggus in Quake II. The time period is the same, but this game follows the course of a different drop pod. Cue heavy metal soundtrack, in the cold vacuum of space above



Mag Slugs
The Particle Cannon uses magnesium slugs for ammunition. You'll find them scattered around most of the later levels.

to send in thousands of one-man pods. This is where you come in and so does the story for The Reckoning. The drop pod



you occupy ends up in a little trouble after it's bombarded by an unexpected electromagnetic pulse wave: all electronic circuits die and your hi-tech pod rockets out of control towards the surface. Besides having an affinity for tattoos, swearing and knowing how to fire a gun, the marine you play in this story obviously took an advanced course in aviation



The BFG can certainly light up a situation.

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mechanics and physics. Using this knowledge you manage to avert your death by manually firing the rockets and crash landing in a swamp. Far off

course. Everything goes dark. Eventually you regain consciousness and hear something splashing in the vicinity of side your battered drop pod. Reflecting on the deaths of all the marines who didn't make it today kills your every thought with revenge. The Strugg are going to pay. I swear that you, real soon there'll be a reckoning.

The entire plot for Quake II was relatively original for an action game and as you can see The Reckoning contributes very little to the formula. It's not that we expect an intricate plot or multiple endings from an action game, but at least try and come up with something original. At this stage you can correctly assume that, much like the story, The Reckoning doesn't offer any

thing all that new and exciting but more of the same.

The game starts right when you crash landed, a quick look around confirms that you have indeed crash landed far away and are very much alone. Right from the start nothing looks new besides the promise of exploring large outside areas. The illusion



The Trap

Once dropped, the Trap acts like a miniature black hole, sucking enemies into its vortex and converting them into power cubes, which can be consumed for extra health. Great fun in a deathmatch.

of being outside is created by clever use of textures and rocky architecture but this sense of freedom soon comes to an abrupt end when you realise that it still plays like you're deep in a military complex, except for the outdoor graphical style.

The first creature you encounter in the swampy environment is a Gek, and a couple of his friends. This is your first official new monster. The Gek is a fast amphibious creature that hunts in packs and has nasty energy sipping acid blood, so don't stand too close with that shotgun. The Gek spits acidic saliva from a distance and when moving close, their claws work well too. An average opponent that doesn't really inspire terror once you've figured out how to kill them quickly. Once you've run around outside in the swamp for a while you'll enter the sewers and eventually find your way into the enemy compound.

The Reckoning looked promising initially but once you get inside again it looks identical to the original game. There are a few interesting locations and concepts throughout all the 18 new levels, but don't expect to see anything really innovative. The main focus is on the new weapons and monsters which is a problem if you consider that after a few rounds have been fired and the first few new monsters killed you'll be looking for some real entertaining and innovative levels to work through. The game is definitely harder than the original Quake II but this is due to the liberal sprinkling of ammunition and health throughout each level and not more deadly natural or the new enemy modifications.

Gene pool

There are two totally unique enemies in The



The Phalanx Particle Cannon

Firing two quantum-accelerated magnesium slugs, this gun issues death warrants with tremendous ease, but like the rocket launcher, don't fire it in a confined space.

though as they have the ability to resurrect dead Strugg, and there is nothing more painful than cleaning a tough level only to return later to find your handy work all undone. Another way of getting around the returning bad guy problem is to make sure everything rests in pieces, literally. There is no coming back to life if you've squattered them over ten square meters and halfway up a wall.

The modified enemies all have new abilities and weapons and caution is required when dealing with some of them. Your basic grunt guard has three new variations. The Ripper Guard carries one of the game's

new weapons, an Ion Ripper. This weapon uses energy bolts for ammunition and has deadly mini-bombardings of pure energy. The projectiles bounce off walls and can be fired in quick blasts around corners. back as the snatching projectiles keep bouncing off walls. The Laser Guard has a high-powered laser beam mounted on his arm and the Hyper Blaster Guard carries a modified Hyper Blaster that spits out mounds of blue energy. Besides the guards there are a few Beta Class enemies you've met before but now they pack a bigger punch. The Iron Maiden has a heat-seeking rocket launcher, kill her quick is good advice. The game's other new



The Ion Ripper

This weapon uses energy bolts for ammunition and has deadly mini-bombardings of pure energy. The projectiles bounce off walls and can be fired in quick blasts around corners.

Revloning and seven modified enemies, the first is the Gek, which you'll find right in the beginning of the game. The Repair Bot is the other new enemy - these guys aren't aggressive and won't attack unless provoked. This do

need to be provoked



Quad Fire

Much like the Quad Damage, this little trawler shoots four bullets at a time. Combine this with the Quad Damage and you can imagine the mass results. Anyone for some Strugg Swine Cheese?

weapon is used by the Gladiator. The Phalanx Particle Cannon is even more deadly than the rail gun originally used by these monsters. Finally the Super Tank has also had a makeover - tough as hell and carrying almost every weapon the Strugg have. Running away might be your only option if you're under equipped.

Again, most of the 'new' enemies are modifications to familiar Quake II enemies. Although they are much harder to defeat now and this makes for a challenge you're not likely to forget soon.

Deathmatch

There are 6 new deathmatch levels that come with The Reckoning and one old modified level. The new weapons are fun to use initially but a firm favourite is the Particle Cannon. For the more devious types the cap can be used with great success on most levels. The only real flaw with the play balancing is that with good use of the cap you can eventually get your health up around the 500 mark, making you impossible to kill. The developers should have put a cap on the maximum health to balance things out better. Deathmatch levels are average and like the main game levels, don't offer anything really

unique - I'd recommend at least eight players on a level if any fun is to be had.

Mission packs are essentially all about being innovative and inventive with the existing software engine. The Reckoning obviously uses the same engine as Quake II so we all know how smooth it moves and how good it looks. The bottom line here is this - if you played Quake II right through to the end and loved it then The Reckoning will give you more of the same, only harder. There isn't anything to really get excited about and it's a pity the developers didn't do something more with what they had. It's a wasted opportunity and we can only hope that the next mission pack does the job better.

It should have been something innovative and fresh but instead it just adds to an already successful formula. Nothing new, more of the same, which isn't a bad thing if you enjoyed the original. If you long for more Quake II then The Reckoning won't disappoint. You do need the original Quake II installed on your machine to play The Reckoning.

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OVERALL
RATING

79

REVIEWS UNDER FIRE

NetStorm is the new real-time strategy game from Activision. NetStorm looks remarkably similar to Warcraft and its other real-time strategy clones, however the appearance is where the similarity ends.

You play the part of a high priest of an island in the land of Nimbis that has been granted great powers by the sun to rule over your Zens and bring goodness to your island. The world of Nimbis is a fact made up of separate islands which float in fixed positions in the air. Each of these islands has a high priest at its helm, and once the priest has constructed a temple, the island then belongs to them and no other Nimbis can erect any structures or weapons on that island.

While in games such as Warcraft, you have to harvest minerals, oil or wood in order to proceed with construction, NetStorm boasts no such familiar resources. The Nimbis world is governed by Storm Power which is harvested from Storm Cores. Storm Cores come in three forms, that of ice, thunder and wind. As a high priest you will align yourself to one of these great powers. The weapons and transport features you can build will depend on which storm power you choose. There is a limit to Storm Power, that of the sun. This is a universal energy and any high priest can produce sun-aligned objects. Unlike other real-time strategy games alignments are more dynamic and can be changed during the game whenever you happen to capture an enemy priest.

The object of the game is to become the high priest of all the islands. To do this you have to capture the priests on the other islands, thereby acquiring their knowledge base and dismantling their temples and thus their island.

In order to capture the other priests you have to build bridges from your island to theirs. This sounds like quite a simple affair, but in fact your bridge building techniques are vital to your overall success. As it only depends on how well designed but they also have to be well defended as well, because of course bridges are bidirectional and if you are putting your self at risk because now you have opened a pathway for capture from the other island.

These bridges are not only necessary as access routes but also for effective placement of your weapons. Ahh, before

Real-Time Strategy

Min Required	Recommended
Pentium 90 Mhz 16 MB RAM 2 X CDROM 1 Mb SVGA Video Card 15 Mb Hard Drive Space 88 Compatible Sound Win 95	Pentium 166 MHz 32 MB RAM 4 X CDROM 2 Mb SVGA Video Card 15 Mb Hard Drive Space 58 Compatible Sound Win 95

Developer: Titanic Ent

Publisher: Activision

Supplier: PCM / Datatec
Tel: (011) 315-1000
RRP: R 299.00

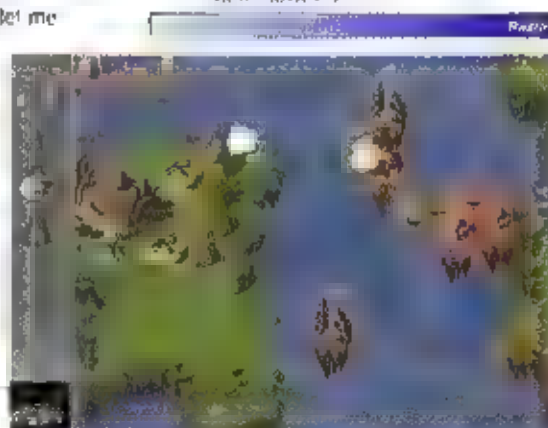
International Web Site
www.activision.com
Local Download
www.gamesdomain.co.za
Size: 93 Mb

NETSTORM

For those gamers that enjoy real-time strategy with a difference, NetStorm is the difference.



I proceed any further, let me quickly relate another major NetStorm deviation from other real-time strategy games. All of the weapons and combat units you have at your disposal are stationary. Once you have placed a Sun Disc, Thruway or Cannon in position it cannot be moved. So what is the real-time strategy component of the game you ask? Well, NetStorm is all about strategy. You must plan your moves carefully and most only operate in certain directions. All the



Floating islands, where the heck are the beaches?

NetStorm looks similar to Warcraft but... it's not. It has a completely different look, but unfortunately it lacks in the single player department. Players have to build a high priest of all the islands, real-time strategy with a difference, and find the island where the... (text is small and partially obscured)

OVERALL RATING

70 70 65 65 80

www.activision.com

79

weapons work automatically and once you have placed them on the map you do not need to time them again. You will need to constantly keep an eye on them though because there is no weapon available that is infallible.

NetStorm is designed as a fully integrated multiplayer game and allows for both LAN connections and Internet game play via Interplay servers. The multiplayer element allows for eight players in total and it is recommended that you find playing partners that have a similar skill level to your high priest, otherwise your participation in it is quite short-lived. If you do not have an Internet connection or friends to play with, then playing in the single player mode is nearly as stimulating (in fact, the AI is actually frustratingly intelligent).

On the whole graphics are very good although simple, obviously suited to multiplayer gaming. Controls are very simple and completely adequate for using only left and right mouse buttons although

there are plenty of hotkeys. In those intense multiplayer sessions, Multiplayer games become quite frantic and you might find yourself becoming overcast by the sheer pace of the game. Sound and music are good yet unobtrusive allowing you to concentrate on the game play. For those gamers that enjoy real-time strategy, NetStorm is a good choice. Avoid Total Annihilation. C&C gamers might find the game a little slow however.

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Action Adventure

Min Required Recommended

Minimum 90 Mhz
16 MB RAM
4 X CDROM
At least 100 MB free space
DirectX Sound Comp.
Win 95 DirectX 5
Mouse

Minimum 160 Mhz
32 MB RAM
8 X CDROM
At least 100 MB free space
DirectX Sound Comp.
Win 95 DirectX 5
Mouse

Developer: Interplay

Publisher: Interplay

Supplier: EA Africa

Tel: (011) 803-1212

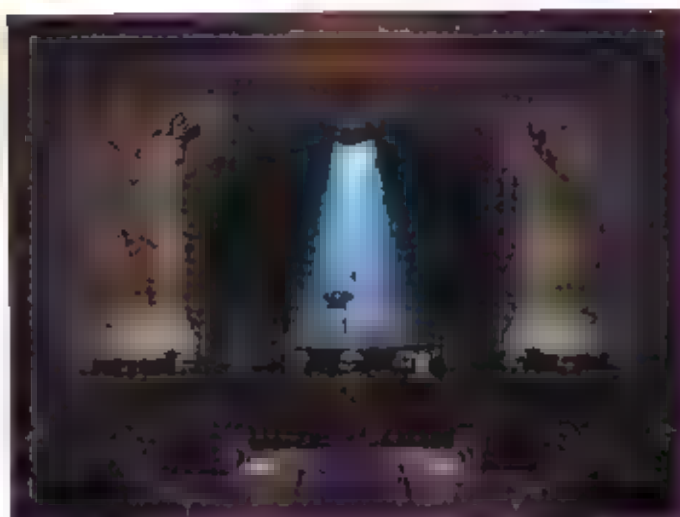
RRP: R 329.00

International Web Site

www.offlightanddarkness.com



between the waking world and the realm of dream time where humanity has the chance of creating a new future for the next thousand years. According to prophecy, the world is set to end on the 5th of May in the year 2000 and it is up to you, as "The



This performer certainly knows how to keep the party going

"If you are an avid adventure player and are looking for something more challenging than another Leisure Suit Larry then Of Light and Darkness is for you!" - Raz(Jr)

LIGHT and DARKNESS

the prophecy

real, the game is dark and moody and sometimes quite unsettling as it explores various apocalyptic events that are said to herald the end of the world. Of Light and Darkness tells the tale of how every thousand years a gate opens

Chosen One to save the world. In order to do this you will need to rescue the prophetic "Angel" and stop Gar Hob, the Dark Lord of the seventh millennium from casting us in to a thousand years of darkness and terror. As you might guess Of Light and

Darkness is not your average adventure game but one that has been motivated by the typical doom/fantasy prophecies relating to the end of the world.

In the game you will come across apparitions representing the seven deadly sins. These spirits are the souls of evil sinners that have lived in the past and who now hide in the village. By discovering the location of the

seven deadly sins and redeeming the apparitions you will be able to defeat the Dark Lord. His might sound like a little way out for some might find it morally confrontational but we should remember that it is only a game of the struggle of good versus evil, although I would classify it as an adult game.

The game interface is similar to Riven but with a look and feel far more alien and fantastical. The village was created by an artist called Gai Brunel in a style which can only be described as manic. Colours are wild and the village has a deserted carnival atmosphere. Moving around the city is achieved by clicking in the direction of choice and the game then animates the trip from one point to another where it becomes a still frame. In the static scenes you do have full 160 degree panoramic views and in some scenes you can also look up or down. While I don't usually like this rather old-fashioned style of game movement it rather suits this type of game. In some scenes you will find coloured orbs which you will need to challenge the powers of darkness. There are also portals and



I'm sure the patrons at this Massage Parlour find their techniques a little painful

Of Light and Darkness (cont)



The wall of girlfriends past. Was that Shakespeare?

artefacts that you will be able to collect. Portals can be used to travel from one room to another quickly while each of the apparitions is related to a specific artefact which is needed before you can redeem them.

When you begin a new game you are transported into the village. By moving your mouse over the scene the cursor changes shape whenever you are able to perform a task or travel to a new location. Many buildings contain apocalyptic prophecies from sources as obscure as Nostalgicus and the Book of Revelations while others hide

taking their related artefact in the rooms of destruction. In one of the buildings you will find the mask room where you will find several coloured stars which when clicked on display a group of three

masks. Each coloured star represents three different apparitions and by giving you one clue to their redemption for the colour of the star tells you the colour orb needed to redeem that apparition. In order to do this you must discover what crime was committed during their lifetime and then go to the room for that sin with the relevant artefact which you must recover from the room of destruction. And then select both the artefact and the correctly coloured orb and use them to redeem the apparition. This might sound a little complex which it is, but the fun comes in with trying to discover



the seven deadly sins: Sloth, Anger, Greed, Envy, Gluttony, Lust, and Pride. Other rooms contain clues for solving puzzles on how to redeem the various souls. Time is limited however as the spirits are trying to hasten the end of the world by

the sin committed and the related artefact by listening to the various obscure clues that you will come across. All the while you are exploring the village the Clock of Judgement, located in the centre of the village, is counting down to the coming of the end of the world so you can't afford to waste time. To help you get into the game there is a "Free Tour" which will guide you through part of the first level giving you hints where necessary and let you explore without the time limit. Reading the manual is vital to ensure you understand the game



Visually impressive sets are well designed and extremely colourful

to help you decipher some of the clues. If you are an avid adventure player and are looking for something more challenging than another Leisure Suit Larry adventure then I can guarantee that this game will keep you engrossed for hours. Of Light and Darkness is a game for the mature player. It has a strong story line and surprisingly fast paced for an adventure game. Although there is no content that is overly shocking, parents should take note of the over fifteen age group recommendation on the box.

A fast paced action adventure game with a strong story line and innovative gameplay makes Of Light and Darkness original. Become the Chosen One and stop the Dark Lord to save the world. Unfortunately it will not appeal to those who are in the go action.

85 80 70 90 85 75

www.offlightanddarkness.com

None Seven Strong Story Line Charming Villages Limited Repeat

OVERALL RATING

81

In the launch issue of New Age Gaming we gave Final Fantasy VII the PlayStation 100th Anniversary Award of Excellence. Now FF7 is available for the PC with 3D-acceleration. So what's aimed at porting the game to the PC while keeping it faithful to the original product. So just how does this best-selling PlayStation game come across on today's PCs?

An evil and powerful Corporation is slowly draining life from the planet in an effort to control the universe. However, a small rebellion, known as Avalanche, has vowed to put an end to this destructive plan. You take on the role of Cloud Strife, an ex-soldier of the evil Shinra Corporation. Cloud joins Avalanche initially as a selfish mercenary, but becomes much more involved in this mysterious epic of friendship, love, and the battle between good and evil.

FF7 has one of the most original stories to date and has depth that is rarely seen in any game. The main story gets more complex while revealing each character's personality and background as the game goes on. Although kids will find the game enjoyable,

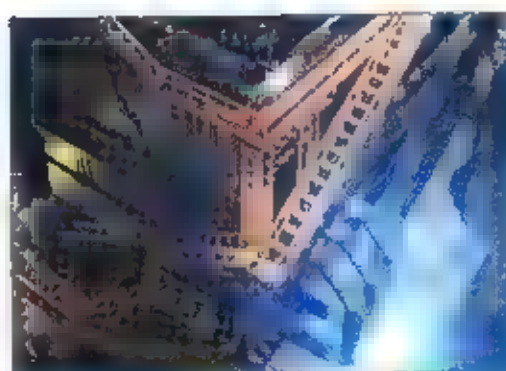


what was the correction of a few translation problems that occurred when it was initially translated from Japanese to English.

The main objective is to stop the evil corporation named Shinra and a spell-

wielding soldier Sephiroth from destroying the very life force of the planet. Along the way you are able to explore a vast world full of interesting characters and exotic locations while you make friends and experience events that change your character's lives.

One of FF7's biggest attractions is its character portrayal and development. It's the top of the class in this field, there's no other game that even comes close. Throughout FF7 the characters will have flashbacks of past traumas and childhood experiences giving you a sense of really being involved in the storyline and eventually you will start to care what happens to these characters.



you can be certain that you missed something the first time around when finishing FF7. All of the sub-quests are required to finish the game and all the most powerful objects you will have to finish a great deal of them.

FF7 uses a simplified but focused system for its combat. It's not as complex as some of the other games in the series, but it's a unique combat system that can be described as a game within a game. It was a feeling of moving as cameras panned around and zoom in and out of the action throughout the game that

characters will engage numerous varieties of monsters and NPCs in

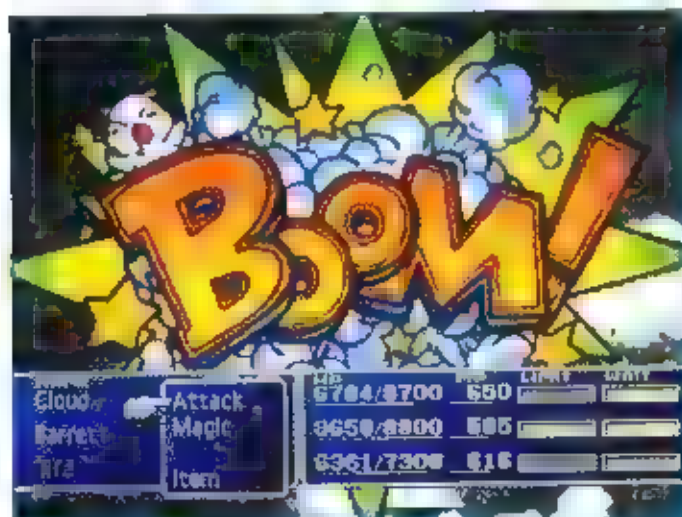
FINAL FANTASY VII

It does have some mature language and is more aimed at the teenage and adult market.

Very little has changed in the PC version the only adjustments to game con-

Communications between characters and NPCs is achieved using text boxes, which most gamers will remember from the early days of gaming when there were no sound cards. Admittedly this technique is out of date, but it works exceptionally well in FF7. After the first hour of playing you become so involved and immersed into the story line that you are really not notice the fact that you are reading. This is largely due to the fact that the dialogue reads like a fantasy novel.

The immense world where the game takes place gives characters numerous quests and sub-quests and



This set the record straight about a picture tells a thousand words.

initial. It gives your characters a chance to evolve their skills and become more as time progresses and believe me you will

Role Playing Game

Min Required	Recommended
1.5 GHz MMX (without 3D) 1.5 GHz MMX (with 3D) 12 MB RAM 4.3 GB Free 200 MB Hard Drive Space Win 95/98/NT/2000 2.0 GHz MMX	PII 233 32 MB RAM 8 GB Free 400 MB Hard Drive Space Win 95/98/NT/2000 3D Accelerator

Developer: Squaresoft

Publisher: Eidos Interactive

Supplier: EA Africa
Tel: (011) 803-1212
RRP: R 349.00

International Web & Demo Site
www.eidosinteractive.com
Local Download
www.gamesdomain.co.za
Size: 50.7 Mb (yr. right Ed.)

Final Fantasy VII (cont)

eventually need each and every level your characters can gain.

Weapons and a substance known as Materia are used for taking these creatures on. Weapons are standard but Materia gives combat a whole new element. They are used for casting spells and summoning in the form of super monsters, some of them even effect the outcome of certain other Materia. Making this one consideration there is literally hundreds of different combinations to keep your mind occupied while they experience searching for the ultimate combination.

FF7 has an amazing music score that helps to immerse you into this fantasy world. Unlike most games that try to set the mood and atmosphere of the game instead of being an addition. A serene melody accompanies you throughout the game. A loud and a heavy battle tune comes on when you find yourself in combat. The quality of the music will



depend on what type of sound card you have though. On any sound card with wavetable synthesis the music sounds spectacular but on cards using FM synthesis it sounds artificial.

Fortunately there is a version of Yamaha's software synth for gamers with FM boards it will add a bit of overhead to your processor but the increased quality is well worth it.

Graphically the PC version disappointed me. All of the scrolling background scenery and cut scenes look pixelated due to the fact that Squaresoft stretched the 1280x200 PlayStation originals to fit on the PC at 640x480. This could have at least been rendered the cut scenes to give players the awe you feel when seeing them on a PlayStation. They also chose the A-format for the cut scenes and with A1 compression the cut scenes look different.

Squaresoft did include



Cloud throwing a bit of light on the subject of publishing stress.

support for most of the current 3D accelerators and on a Voodoo2 the battle sequences look absolutely amazing even better than the PlayStation just as it should be. Most of the special effects and transparency added to them and the characters are more detailed, there is



some bad news for gamers without a 3D accelerator and I quote from the video support page on Eidos' Web page: "640x480 (full screen) in the software rendering mode, it is highly recommended that you have a Pentium 300 or better." Not many gamers have a system with a 300 Mhz chip and will have to settle for a 320x200 resolution which most new games have left behind a couple of years ago. At that resolution all of FF7's graphical awe gets flushed down the tube and you might as well buy a PlayStation.

Another area where FF7 falls short is in its controls. Every action and all menu items are controlled from the keyboard and there is no way of reconfiguring it. I will kind of silly playing with a mouse as my other hand was always hovering over the keyboard looking for a key to press and playing for hours in a row this way can become uncomfortable as well. Fortunately

they have included support for gamepads and with it the game plays a lot easier. In controls on the game pad are similar to that of the PlayStation and can support up to a button. Unfortunately you can't configure them either, not unless you have programmable one.

The PC version of FF7 puts me in a dilemma on one hand it's the best game on PC and on the

other there are so many problems with the PC version Squaresoft should have done more research into PC games and customised its interface more to make use of the PC as that the PC provides. At the end of the day I would still recommend Final Fantasy VII to any RPG enthusiast who has a 3D acceleration card or who is fortunate enough to have a 300Mhz system.

The PC version features exactly the same story line with some minor translation fixes. In battle graphics is superb but the background and cut scenes are stretched and pixelated. Control is played via the keyboard and gamepad is recommended. FF7 does however still remain one of the best RPGs of all time.

84 80 73 79 83

www.eidosinteractive.com

OVERALL RATING

81

None

Unique Story Line

Detailed Battle Graphics

Developed Characters

Amazing Background

High Requirements

Graphics Bugs

I fondly remember my collection of green army men as a young child. Proud they stood through all the abuse that only a seven-year-old boy can dish out. Many battles were fought and there were even a few unfortunate melting incidents. We should all pay our respects to the dead army men lying buried deep in gardens across the country.

Anyone who ever played with plastic army men will be looking at this box with a level of nostalgia longing to return to their boyhood roots. Army Men seems to have this inexplicable hypnotic quality to it. Imagine getting a box of new to blow up a melt a few plastic soldiers.

The dozens of interesting stories about little green men who fly around in spaceships and impregnate farm girls late at night, but that's another story for a different Saturday cartoon. Clearly, it's about plastic soldiers and tanks. Anyone who has seen the animated movie, *The Story*, will have witnessed the debut of his soldiers in all their digital glory, carrying on impressive military manoeuvres. Army Men is the same digital coming to have plastic soldiers and this time not everybody's coming home.

Strategy

Pentium 90 Mhz
16 MB RAM
2 X CDROM
1.5 Mib Hard Drive Space
Win 95 DirectX3
1 Mib SVGA

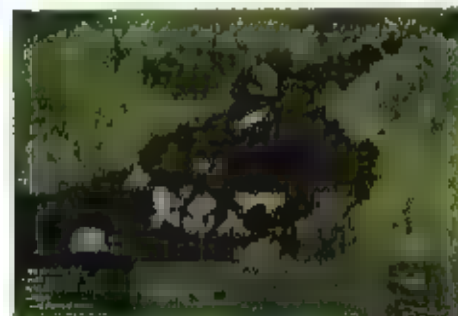
3DO

Ubisoft Enter

Multimedia Warehouse
Tel: (011) 315-1000
R 349.00

www.3do.com

ARMY MEN



Greens, Tans, Blues or Grays?

The story is a touch vague right from the start but as each mission is successfully completed another small piece of the tale fits together. As you fight and destroy the enemy on some of the missions, your commanding officer will order you to retrieve documents, information or components of a secret something. I'm not going to reveal what this is as it will spoil the superb ending. The overall objective is to conquer the Tans when they find the something that you're also looking for. The enemies are called Tans because they are the tan coloured variation of your standard

plastic soldier (you play dark green in the game). There are also two other armies involved, the Blues and the Grays. The Blues are the cowardly blues assassins, saboteurs and spies, who by nature would rather lay a careful ambush than attack you right in the open. The Grays use guerrilla tactics to win their wars. Fundamentally the only difference between the armies is one of colour, otherwise they all have the

same weapons and units.

A first look at this game from screenshots and adverts might lead you to think it's another Red Alert or Total Annihilation clone with a novel twist on the theme: toy soldiers. It might look like your regular strategy game, but it's not by any stretch of the imagination. Army Men plays a lot like that old arcade game *Commander* where you run an ant and a map from bottom to top killing everything. In Army Men has more options, you have direct control over one single soldier called Sarge for the duration of the game. Using the unique control system you move Sarge around each of the maps in specific missions. It makes a nice change not having to build a base, amass forces and go after the enemy base. The control system takes a little getting used to but once mastered it soon becomes second nature. The idea is to move the ant

in a specific circle around your soldier until it points in the direction that you wish to go. Once your soldier is facing the right way press your second mouse button and on the left the same system is used. In fact, but you can only move in the direction you are facing. It seems a little restrictive from the start, but as you play you'll find that it's more

than adequate. The keyboard is also used quite heavily while playing and this does distract from the action on screen from time to time as you select different weapons, summon air strikes or control squads of men. Besides controlling one soldier, you will also go back to squads every now and then. Controlling these extra units is as easy as any other game commands: a total follow, defend and attack. You also have the opportunity to drive different vehicles such as a tank, jeep and a cargo truck when the mission in question demands it. The method for driving around the map uses the same control system and with a little practice you'll be squashing enemy soldiers with your ant in no time.

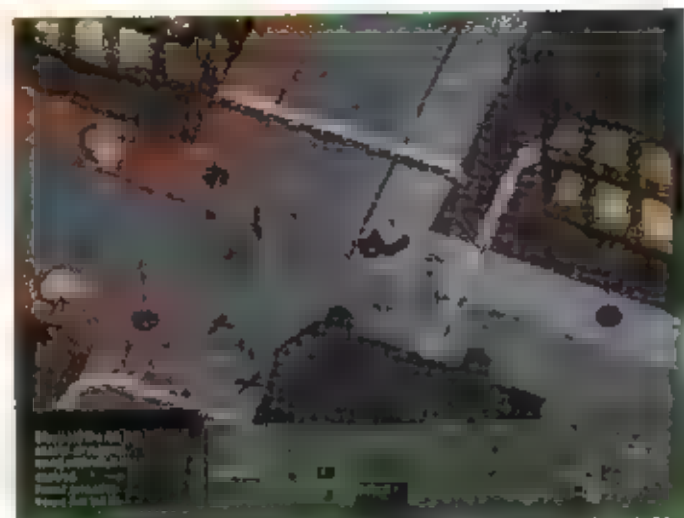
Weapons

Army Men is slightly different to most games in that your one soldier can only carry a maximum of three items at one time. What this means is that if you are carrying a mortar you cannot carry the grenades, unless the mortar is dropped first. Your primary weapon is a rifle which is never dropped and can be upgraded in an automatic rifle which you keep for the specific mission it was found in. The secondary weapons are placed in the map in a number of different locations from grenades to bazookas and you can even pick up a flame thrower, which is great for melting soldiers. Once a soldier is on fire he actual-



There is this distinct smell of burning plastic in the air.

Army Men (cont)



Enforcing the curfew is a dirty job, but somebody has to do it.

ly melts into a pool of hot bubbling plastic. The third category weapons, but can be air, are anti-air, mines, explosives and mine weapons, and these are the real goodies here. You can only carry one at a time. Instant heal packs are also scattered around the maps and these will top up your health as you move over them. First aid packs can also be collected but then your third weapons slot will be used by these. It's always made off and because of this some elements of strategy war gaming go through the quick action here. Besides collectable weapons there is the air

lion. Even the vehicles have a distinct smooth artificial look to them and should you witness the destruction of them, it's two tyres connected by a bit of play. It will fly off into the air and bounce around just like the toy versions they're modelled after. As for music and sound, Army Men isn't anything exciting to listen to, its pseudo World War II movie music is repetitive and dull. The sound effects are adequate but don't enhance the



A box drops from the sky and crushes Sarge and we were worried about bombs.

action, the entire Army Men package just makes the grade in these two areas but never exceeds anything. Most other games in this genre have outperformed it long ago.

Limited nostalgic appeal

Army Men is fun for a while but essentially has no meat on the bone. It's dated in concept and style and it can't help feeling that Army Men is a wasted opportunity. Imagine how great it might have been if you could have played the game as a miniature soldier in real life situations, like attack on the breakfast table or siege in little Johnny's bedroom. There aren't enough different options, water and you will soon get bored with the limited units and supplies. Even in a multiplayer environment you won't be playing all that long. I'd view this as more of a strategy game than anything else. It is real-time strategy but you need to use your brains more than your hands. There's a nice manual with a fair keyboard layout to help you with the myriad of key strikes. After playing games similar to this with plenty of different units, Army Men seems a little lousy but they have done their best. It's an anticlimactic end.

Army Men has long of appeal, it's a hybrid of Command and Conquer and a tabletop war game. The action is similar to playing with plastic toys and the game developers have really captured the right feel here. Not brilliant, but admit it - you've always wanted to play with your toy army men again and now is your big chance.

87

85

82

80

77

79

www.armymen.com

EPX LAN (2-4)
TCP/IP Internet (2-4)
Modem (2)
Serial (2)

Soundcard
Hard Disk

Keyboard
Mouse

Control Panel
The Enough Variation
Part For A Minute

OVERALL RATING

70

Help Reader Rabbit Save The Big Show!

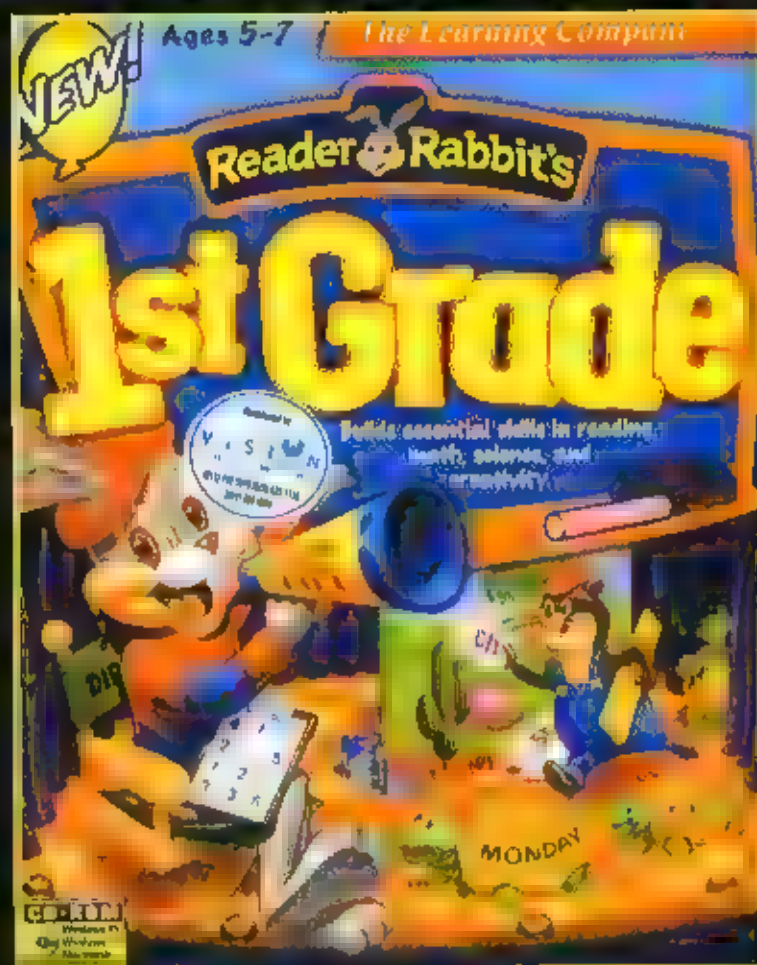
Tonight's the premiere of Reader Rabbit's variety show, but all the stage supplies have mysteriously disappeared! Can you help recreate the set, scripts, props, and costumes in time? The cast of characters in Worldville will guide you through plenty of fun filled puzzles, games, and activities.

The show must go on... so let's go!

Skill List

- ✓ Reading Comprehension
- ✓ Spelling
- ✓ Phonics
- ✓ Addition & Subtraction
- ✓ Counting Money
- ✓ Days Of The Week
- ✓ Problem Solving
- ✓ Measuring & Estimating
- ✓ Identifying Emotions
- ✓ Similarities & Differences
- ✓ Animal Traits
- ✓ Creativity & Music

For Ages 5 - 7 Years Old



Ages 8-14

LOGIC QUEST

The Dynamic 3-D Medieval Adventure with Challenging Mazes, Puzzles, and Construction Activities!



THINKING and Problem Solving

Logic Quest a 3D learning adventure and more...

Mind-Sparking puzzles and creative construction activities. They all come together in this dynamic medieval adventure to help curious explorers build thinking, problem solving, and creativity skills.

✓ **Explore** 12 different Courtyard and Castle challenge game levels filled with mystifying passages, secret clues, and hidden character pieces. Outsmart Bats and use your supply of fruit to keep the out of your way.

✓ **Solve** secret panel rules, study maps, and plan solutions to open a sequence of doors. Assemble and program medieval characters to help you retrieve keys and unlock passages.

✓ **Construct** your own majestic courtyards and castles or any medieval environment. Or design your own unique challenge games. Then experience how exciting it is to move through your own creations.

For Ages 8 - 14 Years Old

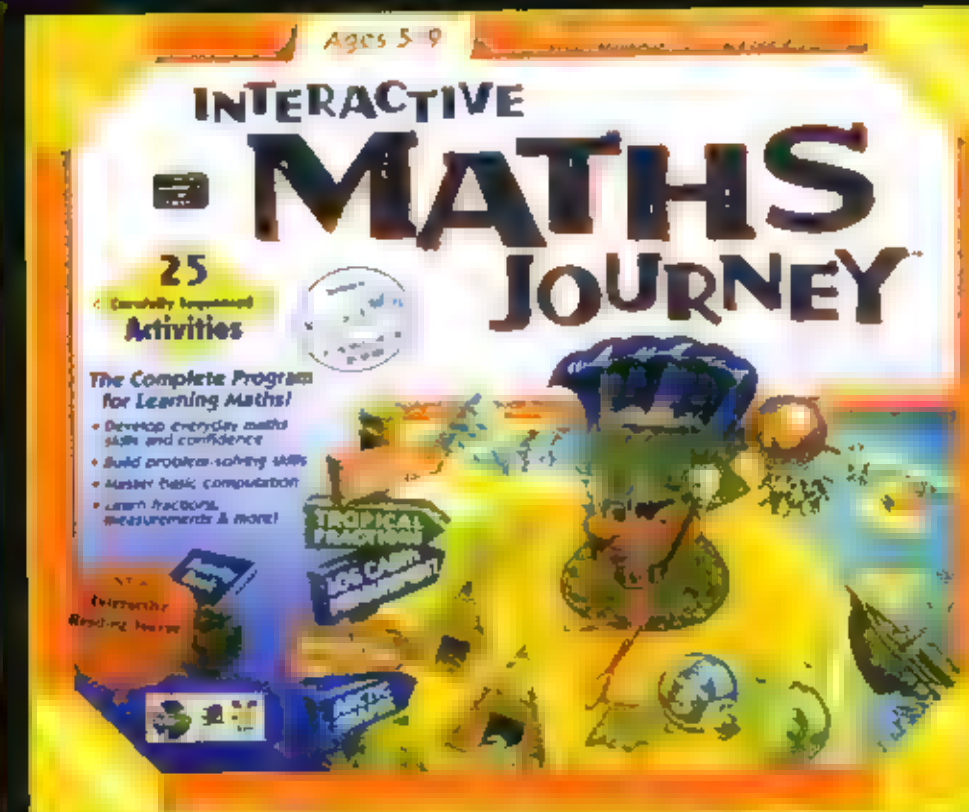
Help Your Child Master Maths!

How children learn is critical, especially when it comes to mastering maths. Many programs can teach the facts, Interactive Maths Journey does this and more. Much more. Its top-quality and comprehensive approach helps your child grasp important math concepts. It builds everyday problem-solving skills and it develops maths confidence.

"Great graphics, sound effects, and educational content make this a top quality product with long-lasting value."

Tom Nehrenz, father of Matt

For Ages 5 - 9 Years Old

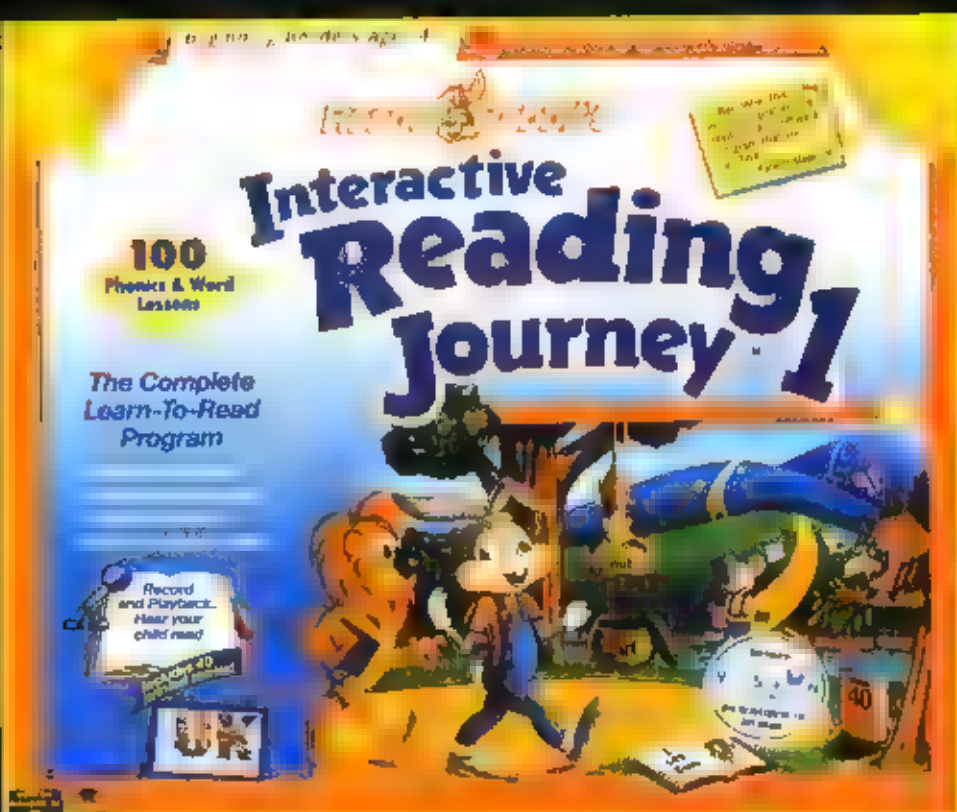


An animated journey that teaches your child to read.

This comprehensive reading program integrates 40 carefully selected storybooks with over 100 skill building lessons. Set within an interactive playworld, this unique combination of activities is far more fun and effective than simple phonics drills. The result is a reading program that lives up to its promise - it teaches your child to read. Step into 20 different lands, each loaded with activities.

Best Children's Reading Program CD-ROM Today

For Ages 4 - 7 Years Old



MAX 2

MECHANISED ASSAULT & EXPLORATION

Combat Strategy

Min Required Recommended

Min Required
Pentium 133 Mhz
48 MB RAM
2 x CD-ROM
4 x Hard Drive Space
Win 95 (DirectX3)
1 Mb SVGA

Recommended
Pentium 200 MMX
64 MB RAM
4 x CD-ROM
57 Mb Hard Drive Space
Win 95 (DirectX3)
2 Mb PCI SVGA

Developer: Interplay

Publisher: Interplay

Supplier: EA Africa
Tel: (011) 803-1212
RRP: R 329.00

Website: www.interplay.com
Local Download: www.gamesdomain.co.za
265 Mb

I have been avoiding becoming obsessed with any of the newer strategy games like Total Annihilation or StarCraft which I feel are rebashed versions of earlier games. However, MAX 2 by Interplay recently caught my eye and as I had played and enjoyed the first version which had been released a year or so ago, MAX 2 is a familiar strategy game set on various alien planets where you play one of nine races each with their own distinct abilities and advantages.

In MAX 2, humans have become involved with the Concord, which is an intergalactic alliance between a number of powerful alien races. Now as part of this new friendship, humanity is now struggling to deal with a new alien threat from a race called the Shoveat. At your disposal you have a variety of tanks, infantry, ships and aircraft. In multiplayer games you can choose to play as the Shoveat in where you will have access to some unique units. MAX 2 differs from most strategy games in that you can choose to play any of three types of games: turn-based, simultaneous turn-based or real time.

Real Time Strategy games seem to be

far more popular than the turn-based variety, probably because of the impracticality of playing turn-based strategy games over the net. The first version of MAX introduced a new concept in strategy: how ever, one of simultaneous turn-based strategy where all players made their moves at the same time and then waited to see the outcome. This style of game play is well suited to multi-player games and apart from a few glitches, most players found the technique to work very well.

Simultaneous turn-based games create the impression of real time play without all the usual frantic keyboard bashing when things get a bit hectic. There is an optional time limit during which all players have to make their moves, which can be set to anything from 60 seconds to 6 minutes. The turn-based games tend to be a lot more strategic than the real time games where only a few units need are sufficient numbers to overwhelm an enemy player. In MAX 2 there are certain scenarios that lend themselves towards real time play how-

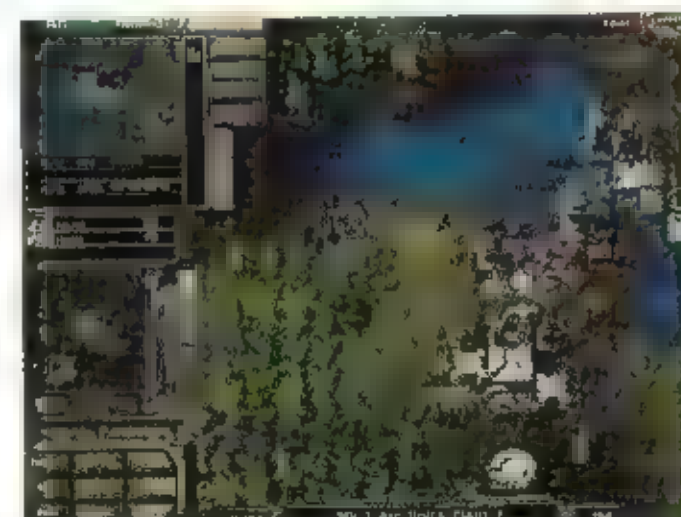


ever. These are usually games where there is little or no resource management required and it is just a case of attacking as quickly as possible.

MAX 2 has a number of game features that set aside as a strategy game. Foremost is the



A new race of monkeys are making the world go round.



The local water skiing resort on the vaal river has new neighbours.

MAX 2

Mechanised Assault & Exploration (cont)



Choose between real-time or turn-based action, whatever takes your fancy.

game interface which, while not as clean as the previous version, does offer some new features such as variable zoom levels as well as perspective controls. The battlefield is now fully 3D and units can take advantage of hills and valleys to ambush or hide from enemy troops. Unfortunately, the scenery is not as good as in previous versions. In Dark Omen (see July issue) or Total Annihilation, but I found it worked well enough. In addition to the battlefield, there is also a small world map and a new feature called the Spy Unit which allows you to tag various units or areas and keep them visible in a small window to the left of the battlefield. I found this quite useful to keep an eye on potential risk areas or scouts that were watching for first signs of enemy movement.

The game can be set to show various bits of information such as unit health, scan range, firing angle, to name a few. I found the scan range very useful and the unit health. Most of these features you refer to turn on and off via the game interface or hot-keys when needed so you don't need to get bogged down by overly busy looking screens. Unfortunately some of the

more detailed game plan features from the original MAX have been removed such as the need to mine for fuel and the need to build power connectors between buildings. The Surveyor has also been made redundant as the resources show up clearly making it much easier to get going, although I did find this a bit simplistic.

There are many combat units, each of which has a wide

variety of capabilities in terms of attack power, speed and scan range. In many

cases some units such as the Assault Gun can shoot further than it can see but by making use of a Scout



which has a greater scan range, you can then target enemy units or buildings that would have been out of sight. Choosing the correct combination of units is therefore important to be effective. Units can be upgraded upon however. By researching upgrades for your



A large selection of scenarios and maps are covered in MAX 2.

MAX 2 is the sequel to the highly successful MAX and comes with turn-based and real-time strategy modes. MAX 2 introduces lots of new features but lacks some of MAX's attention to detail. It fails to introduce any new concepts but is still fun to play.

70 75 87 80 80 75

www.interplay.com

Best Single Player: Outstanding Graphics
Excellent Control
Innovative Unit Development

Role Playing Game : Hexplone

THE EXPLORE

written text, making them useful for gaining access past magical barriers. Each respective character class plays a vital role in completing the game as each one possess different abilities that the entire team needs to utilize to complete the game. For example, you'll need the strength of the warrior to move aside a stone pillar, so the Magician can open the magic portal in a small gap in the wall that only an Archer can pass through, while the Adventurer operates the pulley system to move the deadly spikes out of the way. Quite a mix of abilities, but it is how most of



As you move through each of the games' 200 maps and locations, the black shroud that hides the rest of the map is lifted, allowing you to see more. Each of the maps is relatively large, and many secret areas and entrances can be found. The trick is to rotate the map so you can see hidden areas behind cliff walls and stone structures. This 360-degree rotation is fairly unique to a game of this nature and makes each of the maps seem even larger and more complicated. Many of these hidden areas conceal treasure chests that contain useful items. As you progress through the game, hundreds of monsters will attempt to

Min Required	Recommended
<ul style="list-style-type: none"> Penitium 100 MHz 16 MB RAM 4 X CDROM SVGA Video Card 5Mg Hard Drive Space SB16 Compatible Sound Win 95 (DirectX 5) 	<ul style="list-style-type: none"> Pentium 166 MHz 32 MB RAM 4 X CDROM SVGA Video Card 5Mg Hard Drive Space SB16 Compatible Sound Win 95 (DirectX 5)

Supplier PCM Datatec
Tel: (011) 233-1074
RRP: R 299.00

International Site
www.bexplore.com
Local Demo Download
www.gamesdomain.is.co.za (11.4Mb)

experience bonus (can apply for you to collect) - accumulate enough of these and your character reaches another level of experience. Besides experience points, slain monsters also leave useful items behind - potions and special potions. This is the core of Hexaplore play - explore, kill monsters and kill abuse.

There are a number of multiplayer options available. Each person and his computer have a decent game over the Internet. I was able to connect to the *Quake* game server and play a short game with another person. There was a full amount of layout, explosion action, and game and can get away with momentary pauses in the action. The on-line server is an interesting mix of foreign and English languages but you should be able to figure out what needs to be clicked on when and where.

Hexipore is a fine example of a role-playing game and makes up for its unique and rhythm while it lacks in graphics and sound. Although not the best RPG title out there it certainly has a special something that will keep you coming back for more. You're a big RPG fan then Hexipore provides ample challenge.

XENOCRACY
THE ULTIMATE SOLAR WAR



Welcome to the year 20,000 where mankind has colonized space thanks to the discovery of a mineral known as lycovite. But all is not well between the four great superpowers that control this corner of the galaxy: Earth, Mars, Venus and Mercury have large alliances who secretly wage a cold war against each other to increase their stake in the precious mineral. Keeping everyone in line is an organization known as the UPA for United Planetary Nations. Unlike our local boys in blue uniforms, this solar equivalent of the UK has teeth. And that's where you come in.

you are the wing leader for Belgium and of the City with orders to defend the outer colonies against aggression that could precipitate a war and generally keep the peace.

what does all this mean? lots of flying through space in beautifully rendered 3D shooting up pirates, firing missiles at war ward interplanetary cargo ships and navigating asteroid fields and planetary surface fires. If you play in Arcade mode all the

expression in the
wining corner of
the solar system
and you could be
missing the
opportunity to prevent a war starting some
where else

It's an interesting combination of space combat simulation and political strategy game. The space combat part is fun to play, the political strategy can get quite difficult. In the simulation menu you can select a Situation Report which will show what's going on in any of the main regions of Saturn, Neptune, Jupiter, Uranus, Pluto, the inner planets or Deep Space. You can select which mission you want to fly from here, view a video briefing and then accept. You fly with a wingman so it's of no choice a



garden. The Special Operations Executive to whom you report also handles R&D sections where you can allocate resources to developing better weapons during the brief span of the game. You'll need them for as you come across increasingly more complex and enemies.

The living is complicated but a basic subset of the seventy odd traits will get you by well to begin with. It does warrant some comparison with Wing Commander in the flight department and the compar-

Min Required	Recommended
Pentium III 333 MHz 16 MB RAM 4 GB Hard Drive Space 100 MB Hard Drive Space 58 Compatible Sound Mouse	Pentium 200 MHz 1. GB RAM 4 GB Hard Drive Space 200MB Hard Drive Space 30 Accelerator (SDfx) Win 95

Publisher Grolier Interactive

Supplier: PCM / Datatec
Tel (011) 233-1074
RRP: R 299.00

International Web Site
xenocracyprolier.com

son is favourable. Your ships are much more organically based than in typical sharp-edged X-wing clone. Using a mouse or a joystick is recommended though as the controls can be quite mushy initially. Missiles, guns and a variety of beam weapons are available for aiming before you start so choose wisely. And scanning (as with guns blazing) will just waste ammo. Infrate radar and missile locks are good use then often. The ship's power allocation feeds the engines, shields and weapons so if your guns don't work then you need to re-route some more power away from either of the other two systems.

The first few missions are straightforward but then become increasingly more complex. If you're in Simulation mode, do the political shenanigans that go on behind your back. It will take all of your skill to balance combat with a cool head for choosing which part of the social system requires your skills next.

Collier are more famous for their interactive encyclopaedias: some of that depth of research has rubbed off and added a new dimension to the spare genre in this classy game. Above average 3D graphics and a strong storyline uses Xenocracy to the surface. Multiple gaming options offer a diverse range of gameplay, but beware if you get quite tough.

politics goes out the window and you can just zoom around blowing ships up not unlike Wing Commander. Select Simulation mode and then you have to choose your missions carefully. Favour one side too much and you could start a war. Shout up the wrong convoy and you could start a war. Until

First-class research. An option to join the team is to have the team conduct and write a multi-theoretical and integrative review that spans a variety of relevant issues. It's a difficult but more efficient. Greater time may be required for the interactive.

OVERALL
RATING
84

Might and Magic VI THE MANDATE OF HEAVEN



The local tavern seems a little desolate after Maveland's arrival.

This guy would fit right in at one of the taverns.

Role-players unite and go out and grab yourselves a copy of this from your nearest software store. King Enroth is missing and the land of Enroth stands in danger of falling into the hands of the Cull of Baa, a Doomsday organisation that wants to usurp the Mandate of Heaven and bring chaos to the land. Your task will not be easy. You must guide your four adventurers through Enroth, accepting tasks from the local council. But even they cannot be trusted fully. Accept your quests wisely and don't be led astray by foolish, time-wasting quests which will lead you further away from your goal the keys to the mighty Oracle. Fail and the world is plunged into a dark order from which it will never return. Win and well you'll probably get a lot of gold pieces to go with your fame and glory.

Might and Magic VI is a role-playing game par excellence. Along with all of the traditional trappings, the game brings a 3D environment to your adventure. Walk around, enter buildings, navigate castles and dungeons and interact with your environment. It's not Quake 2 or Unreal by any means, but it's still a very detailed and moody 3D environment. The lighting is advanced and the hundreds of monsters you will face - although sprite-based - are animated from 3D models. It doesn't take

long to be completely immersed in the world and its characters. Speaking of characters, you have four to choose from. Starting a game gives you a menu from which to up their attributes a bit and grant them two bonus skills which might come in handy. You can choose from Knight, Cleric, Priest, Sorcerer, Paladin, Archer, or Druid types to make up your party. Each of these has the chance to move up in class as experience



increases. Knight can become Cavaliers and eventually Champions. Sorcerers can be promoted to Wizards and eventually Archmages if they survive long enough and so on.

Weapons skill can also be assigned in this menu. You can arm your characters with staves, daggers, swords, spears, bows or crossbows and maces. Each has certain strengths and weaknesses that you need to balance for maximum effect. Armour is dispensed in similar fashion with a choice of leather, chain or plate with an optional shield. Weapon and armour skill counts. Getting to be an experienced spearman requires - or experience - but to get to an expert level, you need a mentor. There are training schools in your hometown so head off, spend some money and get the best training you can. Magic skills are also available and divide into Fire, Air, Water, Earth, Spirit, Body, Mind, Light and Dark. These last five cannot be assigned - they must be acquired during your quest.

As in all well-thought-out RPGs, your players accumulate other skills along the way. Bodybuilding is what it seems - characters who use it get more hit points. Others come in handy along the way like the ability to fix broken equipment or heightened perception for spotting traps.

Role Playing Game

Min Required Recommended

Pentium 166 MHz 16 MB RAM 4 x CDROM 370 Mb Hard Drive Space Win 95 (DirectX) 3 Mb VGA	Pentium 166 MHz 32 MB RAM 4 x CDROM 370 Mb Hard Drive Space Win 95 (DirectX) 2 Mb PCI VGA
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Developer: 3DO

Publisher: Ubisoft Enter

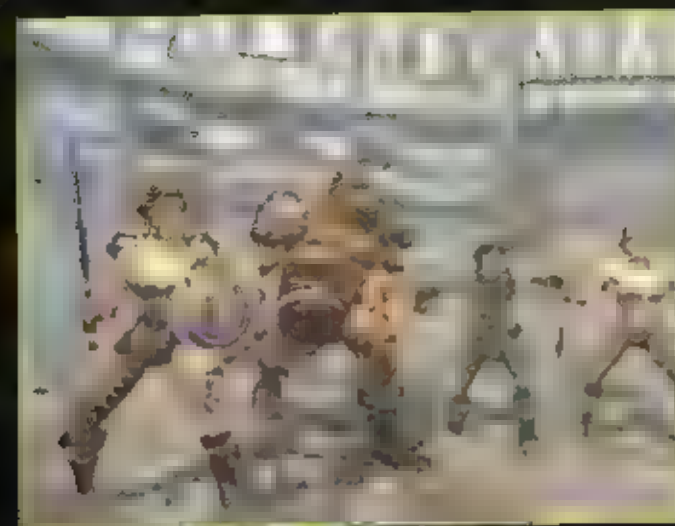
Supplier: Multimedia Warehouse

Tel: (011) 315-1000

RRP: R 349.00

International Web Site
www.3do.com

Might & Magic VI (cont)



Playing the game:

Your main view of the game is divided into four main areas. The frontal view shows your current view of the world as if you were walking around in it - which of course you are. Each of your four player characters has an icon at the bottom with their faces and some symbols if they know

to have it all like this! It's easy to access your character with a click.



There is a lot of food for you, but you must be able to eat it first and then you can eat it.

certain spells. Game options including saving your game is accessed in the bottom right. Resting, casting spells and reading notes are to be found here too. NPCs - which you can bribe or threaten into following you around - have their own faces just above the active part spells, and a handy map sits in the top right. As the manual says, use this interface for too long and you'll start wanting

repeat to enable your character's "quick combat" weapon. Spell casting is just as easy as are things like healing other characters.

Will you have time for all this? Clicking furiously around the screen as hordes of monsters throw themselves at your party makes for some sweat on the player's part. But - and here comes one of the game's truly great touches - you have the option to play as a turn-based game a la AD&D. This is an excellent option to try out when just starting. You'll need to know what features like the speed of attack, speed of recovery, skill and weapon features do in combat situations so as to time your attacks properly. A single one blow does lots of damage but it does take a few ticks to swing it around again, during which time that dragon could have coughed you into the next life.

Conclusion

The manual is complete, fun to read and even contains a complete walk-through of your first quest to get you used to playing. It also gives you a chance to see how to buy and sell from the various shops around town. You'll need some advice too - chat to the people in the local tavern to find out what's the word around the camp.

mouse and see just how many hit points or skill points they have at that moment.

The controls have been well designed. Fighting is straightforward. Click on a character. Control-click on an enemy and

five. Or trot along to the training school and get that Master skill in swordplay - you'll need it when attacked by giant spiders and hordes of evil skeletons. But finish the first task and then go on to your real quest.

The sound is realistic and the music changes to match what's happening on screen. The game also boasts a brilliant rendered introduction to get you in the mood.

OVERALL RATING

80 85 84 90 90 90

www.3do.com

87

If you're into RPGs and want all the benefits of a traditional game but on your PC, get this production. It's flexible, fun to play and the graphics and sound do justice to the intricacies of role-playing. Highly recommended.

More Than 100 Monsters On The CD

Might & Magic VI: The Mandate of Heaven

Full Featured RPG - Huge Playing Life - Great Graphics

Real-Time Combat - Fast On A Pentium II - Average AI

REVIEWS UNDER FIRE

The box art gives you a pretty good idea of what to expect in Nightmare Creatures. The game is as dark and frightening as the cover and despite a few quirks, fun to play. The best way of describing it would be to say that it's a mix between Tekken and Tomb Raider. You play a lone hero who must save nine-year-old London from a swarm of evil creatures unleashed by the enigmatic Adam Crossley, his and the city and the rest of the world will succumb to this twisted genius.



3rd Person Combat

Min Required	Recommended
Pentium 450 MHz 16 MB RAM 2 X CD-ROM 1 Mhz SVGA Video Card 20 Mhz Hard Drive Space SB Compatible Sound Win 95	Pentium 166 MHz 32 MB RAM 4 X CD-ROM 2 Mhz SVGA Video Card 20 Mhz Hard Drive Space 3D Accelerator (VxD) Win 95

Developer: Kalisto Enter

Publisher: Activision

Supplier: Multimedia Warehouse
Tel: (011) 315-1000
RRP: R 299.00

International Web Site
www.activision.com



Maverick takes on spiders, rats and gargoyles for the good of old fashion gaming.

and his dark brood. You have a choice in two characters: noble Ignatius and his quarter-staff or beautiful but deadly Nadia who sports a fine line in razor-sharp short swords. The way you do this is by running around Lara-style solving puzzles and engaging in hand-to-hand combat with a whole bunch of nasties.

If you want to know what playing the game is like, think Tomb Raider. But where as our favourite cyber-natic wouldn't engage in hand-to-hand combat in the first game anyway, can't speak for the second, your player in NC isn't that afraid of everything in sight with a machine gun or mugsome. Instead you must master the intricacies of hand to hand combat with a

get across to the occasional flintlock pistol. These come in handy when your way is impeded by containers or explosive which dot the landscape or when you feel like wasting a shot on one of the bad guys. There are also other power-ups: mines, dynamite, smoke to help you repel the badies. More about them in a minute.



the landscape is beautifully put together. Although the levels are more linear, in that you are pretty much forced down the route you should be taking, you really do feel you're stalking around old London the lighting is dark and creepy, especially in the corners of streets and in the abnormal number of grey-walks that seem to be in the way. The music is Jack-The-Ripper style MIDI.



It's been a while since Maverick cleaned under his bed.

variety of thrusts and blocking moves. This is no easy task to begin with. Nightmare Creatures starts off hard to play even at the easy skill on the opening level. As in Tomb Raider the view is a third person perspective. The camera movement is much snappier too. I lied about the guns by the way, you do

blowing pipe organs in minor keys, and complements the gore when the nightmare creatures come out to play and stop you.

There are quite a few of these horrendous monsters. Zombies just smack you, one and take very few hits to go down but as you would expect, get up again after a few seconds to have another go. This can be tricky when you think you've finished, if one and then have a go at another bad guy only to be confronted by the zombie again. The only way to be permanently rid of them is to slice them in half. A manager hits a couple of times with a combination of a jump in the air and a swing of the sword. Like Tekken, there are some small combination moves to discover, like Down Back Kick for a spinning double swing of the sword. (That's an example on the way, find the moves out for yourself.)

Werewolves show their hairy faces early in the game. The first one springs out of a secret passage. If you're like me, you won't be sitting in your chair when that's happened. Take a leap forward, retreat yourself, block its ways with your weapon and wait for your moment to hit back with a kick or a weapon strike. As you progress giant rats, gargoyles and spiders join the fray and there are four bosses to get past.

A fine PC convert though you might find it a little outmoded, and repetitive.

Reviews

REVIEWS UNDER FIRE

The House of the Dead is the newest arcade-to-PC conversion from Sega. Filling into the action genre, THOD takes place in a Zombie Infested Research Laboratory where a genetic experiment has gone terribly wrong. Not much of a story line but THOD aims to be an addictive no frills action game and fulfils this role adequately.

THOD plays just like a light gun arcade game, not surprising since it is based on one. Instead of using a light gun you must



chain-saw welding hillbillies to knife throwing midgets. Overall there are 36 varieties of the undead available just waiting to get a bite out of your fleshy body. One feature that makes THOD addictive is the ability to shoot off body parts and watch them go flying in the air as blood sprays from an undead creature. Maybe not an inspiring vision for everyone but it definitely gets a 10/10 for fun. The game doesn't just revolve around killing

Zombies, you have to save trapped researches who are being attacked by mindless ghasts. They reward you with power-ups in the form of an extra life or all health should you save their lives.

At the end of every level a boss awaits your arrival, as is usual with games of this type. Before actually facing the boss you are notified of any known weaknesses. All you need to do is shoot at his weak spots and eventually kill him. I found all the bosses was too easy and none of them except for the final one offer any challenge. There is a multiplayer



Soul Assassin takes time away from his normal routine of haunting and speaking to give us the lowdown on House of the Dead.

aim with your mouse, gamepad or key board. Your aim is to kill as many undead creatures as possible while making your way through the 4 levels and facing a few boss on each. You control everything using these controls and shoot using that makes a throwing gesture, you don't even have to memorise through the levels as this is done automatically. Personally I found the mouse the best option and any one who ever played FPS with a mouse should know.

There are 3 basic modes of play in THOD: Arcade, PC and Boss. In PC mode you get to play as one of 4 characters with differing weapons, reload time, damage amount, hit size and amount of ammo. In Boss mode you get to play as the two modes of play are a breakdown of the PC version, the Arcade mode is exactly the same as PC with one exception: you don't get to choose a character and you simply play as the default Boss mode offers players the chance to face any of the 4 bosses. Your objective is to kill the bosses in as short a time as possible and enter your name if you time is in the top 10.

THOD has more kinds of Zombies than an encyclopedia, everything from



Now now don't chew with your mouth full

option included in THOD but there is no network support. You can play with a friend while one player uses one of the control options and the other player another instead of one aiming target two will

Action Shoot-Em-Up

Min Required	Recommended
Pentium 90 MHz 16 MB RAM 4 X CD-ROM 2 Mhz SVGA Video Card 20 Mhz Hard Drive Space SB Compatible Sound Win 95	Pentium 133 MHz 32 MB RAM 4 X CD-ROM 32 X 4x Fxmajor (3Dfx) 30 Mhz Hard Drive Space SB Compatible Sound Win 95

Developer: Sega PC

Publisher: Sega PC

Supplier: Multimedia Warehouse
Tel: (011) 315-1000
RRP: R 299.00

International Web Site
www.sega.com
Local Download
www.gamesdomain.co.za
Size: 154 Mb

appeal but otherwise the game is similar to single player.

Graphically THOD doesn't introduce anything new with its 3D engine and it really uses sprites to portray a variety of objects, a definite give away for a vintage generation engine. With a 3D accelerator the game plays smoothly and looks superb unfortunately in software mode all the textures seem pixelated and a lot darker than the accelerated mode.

There is nothing spectacular sound wise either, just a lot of moaning and groaning zombies with gunshots thrown into the mix. It does stand up to today's standards but leaves the taste of an old game in your mouth. A good catchy sound track would have been a great idea to enhance the hearing senses.

Overall THOD is addictive. I found myself playing the game over and over again, even after I had finished it. The biggest complaint I have is its complexity having finished the whole game in just 4 hours after I opened it. Forking out R299 odd bucks for a game that won't even keep you occupied for long might sound ridiculous but you will find yourself playing it over and over and over again.

Reviews

Overall Rating

83

www.activision.com

None

Great Fun

Great Fun

Great Fun

Great Fun

Overall Rating

77

www.sega.com

None

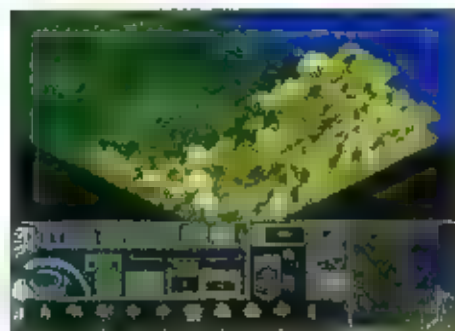
Great Fun

Great Fun

Great Fun

Great Fun

Turning on to strategy games ain't my thing. Sure I can appreciate the quality and addictive nature of them, but I prefer creeping down a corridor with a shotgun, or zooming down a canyon at 50 feet. It's the complexity probably—a quirk like myself just can't get everything organised at the right



SimCity meets Civilization

place and the right time to do any damage.

With the enemy computer AI or human, but it's kudos to Deadlock II.

Deadlock II is a turn-based strategy game with a nice polished storyline and enough similarity to SimCity to keep me interested. The game puts you in charge of one of seven possible species. Your goal is to access the planet Nyth a plus all the wealth and prosperity finding the driver to the middle of the shrimps will bring you. You can get here immediately. It will take several campaigns on other planets before you're strong and advanced enough to make an final push. Winning a game means being in control of a nation for a certain period of time or you could construct five cities and win the planet for your race. Each race has advantages and disadvantages of course. The ones that look like a cross between scorplings and swamp thing move fast but you can kick their butt in the battlefield. Humans are slower but better at building strong structures.

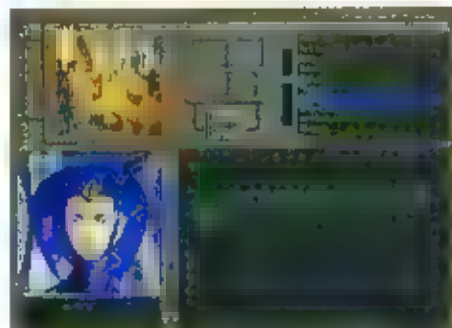
The gameplay's the thing. It's quite a lot like SimCity. Choose the race you want to be, learn its strengths and

weaknesses, and then make sure your population is kept warm, well fed and well defended. You must take care of the planning for food, minerals, defense, technology and so on. Then leave the little creatures to get on with it. If you're rather the type who enjoys Age of Empires, it starts off then the game may seem slow and perhaps a bit too methodical. It is slow by comparison. Some of the big scenarios are just that big. A turn in the game can take ages with a game going on for over a hundred turns. Relax, grab some coffee and make your time.

Combat is decided for you by the game, so don't think pointing and clicking will win your opponents will get you anywhere. You can play against others over a LAN, modem or null modem cable although the nature of the players might be biased. Accolade



If you're prepared to think a bit and keep interested in a game that will take thousands of hours to finish, then give Deadlock II a spin.



An in-depth help guide puts you on the right foot

have put in a great built-in value to speed up play in this regard. A timer there's nothing like the clock ticking away in the corner to spur you to make a decision to build another few. Unsurprisingly, with the look and feel is somewhat of a top down, again very similar to SimCity.

Turn Based Strategy

Min Required	Recommended
Pentium 486 16 MB RAM 2 X CDROM 1 Mb SVGA 60 Mb Hard Drive Space Win 95 (DirectX 5)	Pentium 166 MMX 32 MB RAM 4 X CDROM 2 Mb SVGA 200 Mb Hard Drive Space Win 95 (DirectX 5)

Developer: Accolade

Publisher: Electronic Arts

Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: R 299.00

www.accolade.com (US & 284 Mg)
www.gamesdomain.co.za
Size: 28.4 Mg

and SimCity 2000. The game is interspersed with great video clips and the characters and models are professional. Music is a bit lacking, but then we've been spoiled listening to Metal.

Patience is a virtue. It installs easily, but beware the minimum option. You choose it around 60MB. Then there are long waiters at the end of each turn. The full 200Mb is well worth the space it takes.

Inpatient real-time strategy players might not appreciate the unique blend of SimCity and Age of Empires (which is the best way I can describe it). But if you're prepared to think a bit and keep interested in a game that will take thousands of hours to finish, then give Deadlock II a spin. It has enough new twists on an already saturated genre to be interesting, and is actually quite addictive. I'm now comfortable enough with it to give one of its real-time brethren a try—a nice side effect.



Maestro

OVERALL RATING

80

85 80 85 80 80 80

www.accolade.com

Powerful Strategy
- Single Strategy
- Great Value
- Great Value
- Great Value
- Great Value
- Great Value

85 80 85 80 80 80

www.accolade.com

Powerful Strategy
- Single Strategy
- Great Value
- Great Value
- Great Value
- Great Value
- Great Value

CRIME KILLER



through the streets over and over again, you just have to figure out a particular cars route and ambush him before he

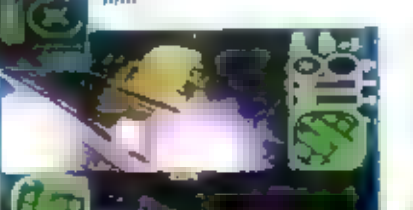
The year is 2015. You are a newly qualified Officer 88 working for the Los Angeles Police Department. Aided experiment has left the city in chaos and emerging gangs are organising themselves adding to the crime rate. You are a qualified Crime Killer and your job is simple, you have to make crime pay.

Crime Killer takes place over 15 levels of non-stop action and shooting action as you pursue the worst of the cities criminals. At your disposal is the latest in state of the art experimental vehicles in the form of a police car, bike and winged flying vehicle. Each of the levels present true 3D cityscapes with buildings and civilian vehicles moving around. The civilian vehicles are a bit irritating as found myself hanging into them regularly but they do add a level of realism. In the event that you actually destroy can many of the civilian vehicles they will start taking shots at you.

On every level a police dispatcher informs your character of any hostile vehicles in the area and you job is either to utterly destroy them or pacify them with your pacifier weapon so the occupants can be interrogated for information. This can be tough since a lot of the vehicles you pursue are faster and better equipped than you and can do a lot of damage. These mini-missions the dispatcher send you on can be anything from illegal parking to robbery in progress. The one quip I have about the computer controlled criminals is that they tend to follow the same route

snap. Interplay should have made them more intelligent. It seems so unrealistic that criminals will keep going round and round in circles, but then again.

After every level you are greeted with one of the 20 cutscenes available. They are high quality rendered scenes with lots of action to them. It would have been great if they advanced the story line using these but one can only dream. The developers opted to advance the story using a text-based mission briefing screen. Maybe next time.



Crime Killer also features a split screen two-player deathmatch game where you get to choose your vehicle of choice and take on a friend in the battle for road supremacy.

In game graphics feature a high frame rate with high detail textures making all the vehicles and even the city blocks look realistic. The best feature graphics wise has to be the explosions and weapon



Vigilante Caps give new meaning to the term crime doesn't pay

OVERALL RATING

81

83 79 76 80 82 83

www.interplay.com

Crime Killer
- Single Strategy
- Great Value
- Great Value
- Great Value
- Great Value
- Great Value

83 79 76 80 82 83

www.interplay.com

Crime Killer
- Single Strategy
- Great Value
- Great Value
- Great Value
- Great Value
- Great Value

Driving Shoot-Em-Up

Developer: Interplay

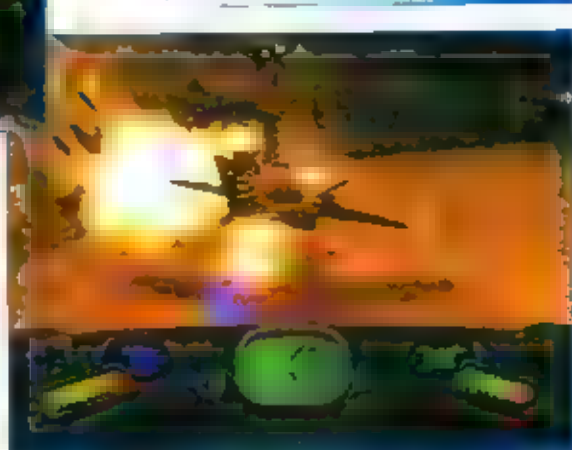
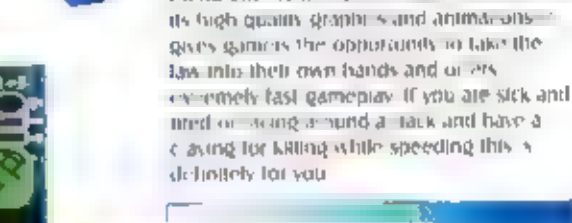
Publisher: Interplay

Supplier: EA Africa
Tel: (011) 803-1212
RRP: R 389.00

International Web Site
www.interplay.com

effects, they are some of the best I have seen on a PlayStation.

The controls via the standard gamepad are responsive, but not enough so. Precision aiming is a difficult task when you have to tap, tap on the D-Pad. Like most new PlayStation games, there is support for analogue controllers which give a greater degree of control and I highly recommend one. When Crime Killer stands out is its high quality graphics and animations. It gives gamers the opportunity to take the law into their own hands and offers extremely fast gameplay. If you are sick and tired of racing around a track and have a craving for killing while speeding this is definitely for you.



Vigilante Caps give new meaning to the term crime doesn't pay

REVIEWS UNDER FIRE

I'm sure all racing fanatics have dreamed of sitting behind the wheel of a 300hp rally car while approaching a hairpin bend. Tossing the adrenaline rush of pushing the car to the limit on rough and uncharted terrain. Breaking into a sideways slide at breakneck speed, then pushing the pedal to its maximum as the car jolts you out of a ditch-defying smash. Maybe we dream of these stunts but we can't have the chance of ever living them. Now, the opportunity has come our way by means of Colin McRae Rally from Codemasters, and it's a hell of a lot better.

Based on the same award-winning graphics engine from the award-winning Car, its little wonder that CMR is one of the best looking racing sims on the market. We have been meandering to a conclusion to Codemasters' courage of bringing the feeling of true-life action to the PlayStation, and with CMR nothing changes. Dynamic lighting and smooth frame rates are amazing to watch as well as a multitude of special effects. The graphics engine impressively reproduces sun glazing, dust, snow, mud and much more with

Rally Racing Sim

Developer: Sony Interactive St

Publisher: Sony Interactive St

Supplier: Star Kinokor Int.
Tel: (011) 445-7900
Multimedia Warehouse
Tel: (011) 315-1000
RRP: R 399.00

International Web Site
www.codemasters.com



out putting any weight on the PlayStation. Small amounts of texture splitting rarely occur and are only visible if you are actually looking for the problem.

Colin McRae, UK's three time Network Q Rally champion and the youngest driver ever to win the World Rally Championship title, lends his name and voice talents to this ambitious simulation. From the offset CMR stands out as a contender for the best racing sim of all time. A well-presented

intro greets you with a flourish of Colin McRae driving skills. It's a little short, but well done nonetheless.

CMR offers you a choice of eight of the most exciting rally cars racing in today's championships. The R25 million Subaru Impreza is specially designed for Colin McRae, while the other choices of Lancia, Mitsubishi, Toyota, Volkswagen, Renault, Seat and the Skoda. Other special cars can be won by completing certain objectives such as winning six car stages or winning an actual race.

All of these vehicles are then put to the test on eight of the toughest and most treacherous rally stages known to man and span the four corners of the globe. If the tight corners and jumps don't perplex you, then the wide range of weather conditions that include snow, fog, and rain will certainly make driving conditions tougher than they already are. If that still offers too little of a

COLIN MCRAE RALLY



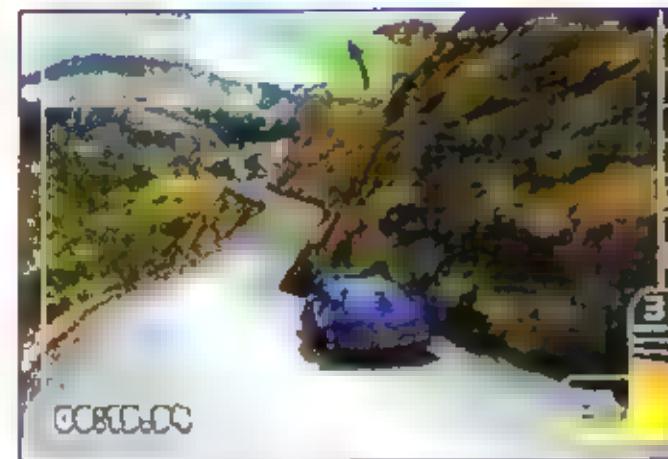
'There is no doubt that Colin McRae Rally is simply the best money can buy in the rally driving genre.' Storm jumps into the navigates seat.



This would be your only chance to relegate Colin McRae to second spot

As you can see traction is a problem on ice, or is that because I chose slicks?

Colin McRae Rally (cont)



Gees, don't forget to pack your parachute

challenge then the visibility conditions might be hampered by the eight different times of day that span from early morning to night. All these conditions are realistically recreated and some of the stages are even more impressive in design than the tracks in Gran Turismo, which says a lot in any gamers terms. Different obstacles ranging from pot holes to steep cliffs hamper your objective of finishing first, and with Colin McRae bruising down your neck continually it makes it even more difficult. CMR is quite simply one of the most

Different tyres, gear ratios, steering sensitivity, suspension and braking, how's most decided upon at the beginning of each stage and correct decisions will be justified in times reflected. But quick times do have a downside: the vehicle has wear and tear that comes from mis-timed cornering and reckless driving tactics. Luckily your



See you even get to choose your favourite video urn, trainer

dynamic games available and Codemasters have struck gold with their gameplay once again. The cars handle and react in an unbelievable realistic manner and changes can be made to customise your car to better performances on stages. A crew of dedicated mechanics await your arrival at each stage to tweak and repair your vehicle.

Without a doubt Colin McRae Rally is the best rally driving game ever released and if it weren't for Gran Turismo it would have definitely been the best racing game ever. The only notable difference comes by way of the depth, but even then it's not that far off. Whatever you do, go and get Colin McRae Rally. It will consume many hours of your precious relaxation time and more. Now where's that crash helmet?

crew is on hand to repair any damage overnight, but there is a price to pay. Yes, the crew only has a specific amount of time to complete repairs and changes normally about 60 minutes. This is some times too little time to repair everything and you'll have to decide which are

the more important repairs to make. CMR offers four different types of races that can be played firstly on novice or intermediate levels of difficulty. You can only play on expert level if you finish in the top six of an intermediate rally, and then the real challenge begins. The modes include Rally, which allows you to play a single rally that is made up of stages. Time Trial allows you to play any stage of a rally as one of two players, but there are no repair options available. In Two Player mode you can take out a friend or enemy with SplitScreen Alternate, one after the other, with aim to counter and Attack head to head with Collision. Finally there is the main option of Championship mode which is an entire season of eight different countries with varying weather conditions and time of day. So those days of dreaming are over, you can become the World Rally Champion, your only obstacle is Colin McRae and your ability in throw caution to the wind.

As a side note must be made about the Rally School option that teaches novices and pros how to handle a rally car. A number of driver exercises have to be completed and scores are given as McRae himself. An interactive introduction is shown prior to starting each assignment and running commentary by Colin keeps you aware of how you are doing. This addition was a great start for getting you up for the big things to come in CMR. Codemasters have also stayed true to the sport by including a dedicated co-driver that calls out numerous directions and generally keeps Colin McRae's head on a swivel. The show with precision and is crucial to your chances of winning any championship.

Without a doubt Colin McRae Rally is the best rally driving game ever released and if it weren't for Gran Turismo it would have definitely been the best racing game ever. The only notable difference comes by way of the depth, but even then it's not that far off. Whatever you do, go and get Colin McRae Rally. It will consume many hours of your precious relaxation time and more. Now where's that crash helmet?



Codemasters success follows on in Colin McRae Rally with superbly realistic handling and formidable rally stages. Face off the elements that true rallying throws at you and this is portrayed wonderfully by one of the best graphics engines yet seen on the PSX. Expect to be tested to the full limits of your capability.

92 89 93 NA 88 92

www.codemasters.com

1-2 PLAYER MEMORY TOOR Graphics Engine 3D 3D Tracks Incredible Precision Advanced Texture Sprites Challenging Tracks

OVERALL RATING

91

Rally Driving Simulation: Colin McRae Rally

Rally Driving Simulation: Colin McRae Rally

With the hoards of fighting games on the market for the PlayStation, it seems a little arrogant if developers to keep the gameplay levels from flagging. Nevertheless, this genre has occupied top spots on console charts for longer than I can remember and shows no signs of holding up the addictiveness that grips gamers of all ages. One such title that has had a large amount of good and bad publicity that has finally hit our shores, is Dead or Alive from Tecmo.

The first sighting of Dead or Alive was on the Sega 32 Board that boasted Virtual Fighter 2 was then ported to the Saturn about a year ago. What made DoA a symbolic game of this genre and era was its in-depth detail for graphics. The game became more famous for its female anime-style custom movements than for its ability to entertain.



Explosive punches. Isn't that cheating?

Nothing much has changed in the marketing department and the bounce has become even more pronounced than in its predecessor. In some instances the journalists have become so much more enthusiastic about this small brawling feature that adverse publicity has crept into a thoroughly enjoyable game.

Graphically DoA is superb and has changed dramatically from its original, mainly because the graphics had to be totally redone for the PlayStation. The character animations are realistic and quick, and both the female and male characters' movements are smooth and rhythmic. The game uses a 3D-polygon engine that shows no signs of squared off edges, a rounded pattern is used to mimic some of the more lifelike animations yet seen on the PlayStation. Though not as quick as other games of this genre, it is hardly noticeable to the common eye. Backgrounds and ring features are not DoA's strong point and need something extra to grasp attention.

Best-Em-Up

Developer: **TECMO**

Publisher: **Sony Interactive St**

Supplier: **Ster Kinskor Int**
Tel: (011) 445-7900
RRP: **R 399.00**

International Web Site
<http://www.playstation-europe.com>



extra characters and a significantly more difficult boss. What caught my attention was the human nature of the characters, no sign of robots, lizards or abnormal creatures. The story is simple and overused with you having to enter a DoA tournament to become the ultimate fighter by use of controlled aggression.

A wonderful array of moves is available to each individual character and you get to watch when used in long combinations. Typical Kung Fu techniques are recycled to almost give a feeling of being in the movie.

Another noticeable feature to DoA is the sound, which was the normal used in long combinations. Typical Kung Fu techniques are recycled to almost give a feeling of being in the movie. A noticeable change has been made in the button selection by way of a 'hold' instead of a 'block' button. Honestly this subtle change is one of the better and



Are those your biceps or are you just happy to see me?

Dead or Alive (cont)

adds to the plethora of throws, moves and realism. Once mastered the hold button can be a deadly asset that normally has you countering deadly blows for a back and forth battle. I found that most of the fights ended on a fairly close scoring average and never had many perfect finishes, but that could be due to my inability to keep my combos flowing. The easier routines are quick to learn but the higher scoring moves are quite some pretty awesome combinations. If not pulled off in time you could end up with a neck cracker of note. An excellent training mode will help you master these routines and is one of the best of its kind in this genre. DoA comes with full Dual Shock controller support and is recommended if you are looking to really feel those killing blows.

There is a large selection of gaming modes within DoA namely the standard tournament, VS, training, survival and Team Battle modes, but DoA also has the Kunoichi mode in which players can choose whether to take on 30, 50 or 100 consecutive fights. A percentage score is tallied after you complete the total amount of con-



A quick and easy way to earn frequent flyer miles.

tests and will definitely test your skill to end up with a perfect 100.

A small amount of FMV is seen at the beginning of the game and should have been a little more intense but none the less it was up to the high standards of the



I wonder if this guy subscribes to the date line?

PlayStation's normal levels. The character Anim is quite intuitive and seems to learn from repeated routines that are used, forcing you to use the full spectrum of moves available to you. Customisable

battles can be altered in the Options section including damage effects, ring size, fighting aids and even the amount of speech.

A nice touch in DoA comes by the way of there being no ring-out area. This has been replaced by an explosive sector that if knocked down on, will hurl you 20 feet into the air creating some extra damage to your already torn pride. If everything happens to go your way then completing certain sections in the game will unlock new costumes for your favourite total of over 100 new costumes are to be found in DoA.

Within the boundaries of this genre, I have found DoA to be of

high standards. DoA comes with a high regard from me because of its attention to a real life scenario, exceptional graphics and intense gameplay. As for the bouncing female organs, yes it's a bit excessive, but if you are to be true to the simulation then that's how it would be. Most gamers would end up turning this feature off and get on with the game itself. Nevertheless Dead or Alive is the closest you can come to a real life killer and deserves to be put on the podium with the rest of the best.



The closest that a game of this genre will come to Tekken is this. A fully realistic fighting game with some of the best moves. One of the best move trainers can be found in Dead or Alive making this a quick game to get into. Multiple modes of play give Dead or Alive the strong death.



www.playstation-europe.com



OVERALL RATING

8.6

Vehicle Combat Driving Sim sounds like a mouthful, but is a genre pretty much unused. The last of this generation game that was worth anything was the critically acclaimed Twisted Metal 2 which was released in the late months of 1996. That's a quick two years if waiting in line for this genre that is compared to Johnny on wheels. Many PlayStation owners are still playing the same interactive classic Twisted Metal 2 in the hope that a product will be released that can stand against the unchallengeable leader in this genre. Well, Activision

VIGILANTE 8

Beat-Em-Up

Developer: Luxoflux

Publisher: Activision

Supplier: Multimedia Warehouse
Tel: (011) 445-7900

RRP: R 459.00

International Web Site:
www.activision.com

have hip-hipped down and grooved their way in by releasing Vigilante 8, a 70's style game hell bent on thrashing the KSI Driving Course.

Based loosely on Activision's Interstate 76, we are submerged into the era of bell-bottoms and funky music. The story unfolds as a plot is developed to destroy the American econo-

my by the Oil Monopoly Alliance. Requiem, a foreign oil consortium has taken interest in to destroy all competitors in the industry. Obviously the Americans are the last nation standing against OMA. With the country in turmoil because of crime strikes and riots, OMA are taking advantage by hiring the lowest scum the scum available to Coyotes run by the money hungry Mid East to wreck havoc on the U.S. While the law and



Fighting for the best caravan spot at a local stop over

world leader. You can play as either a member of the Vigilantes or if you are more intune with the dark side the Coyotes. Either way your main objective is to drift around in a super up vehicle loaded with a arsenal of weapons strong enough to start Armageddon, and to destroy whatever happens to cross your path. There are two single player modes, Quest and Arcade. Quest adds a bit of a story to the mayhem and traverses you through four different scenarios each with a set number of opponents per character. If you play as the Vigilantes you will be required to stop the Coyotes by destroying all of the opposition vehicles on the map. If you play on the opposite side you will be required to complete a mission objective of some nature, for example blow up a government



The multiplayer splitscreen mode picks Vigilante 8 out of the depth hotspot

order available. If you are responsible of a few level-headed individuals to help save the day. A man named Convey, a trucker by trade (really) formed a group appropriately named Vigilantes who set out to save America and restore the country to its pedestal of

building. In Arcade mode you can manipulate the settings by picking a scenario and the number of opposition vehicles you would like to play against. This is merely a quick and simple way of not worrying about details and getting into the action quickly.

By all graphical means, Vigilante 8 is one of the most impressive looking games to date on the PlayStation. A superb 3D graphics and physics engine creates a smooth and realistic gaming environment. Dynamic lighting and special explosive effects are a jaw-dropper and all this without sending the PlayStation processor into spasms. Vehicle damage is particularly impressive and normally has you wondering whether your vehicle should be resigned to the scrap metal heap, rather than be the only barrier between you and certain death. Vehicle movements and reac-

Vigilante (cont)



These new types of vehicles even have vertical traction

tions are true to the racing sim genre class and show excellent realism because of the well-constructed physics dynamics within the game. Your vehicle will recoil on impact and become sluggish when faced with steep slopes, giving you a sense of actually being a part of the action. A small amount of texture slipping and polygon clipping occurs during play but never really makes any impression on the gamers. Due to the strong graphics engine Vigilante 8 maintains a steady 30fps throughout and sets a standard for other games titles to match.

With most PlayStation titles offering Dual Shock compatibility it was with little surprise that Activision followed suit, and lucky for them. The standard controller is slightly on the sensitive side and irritates because of its inability to be more accurate. A slight touch of the left or right button could have you careening off a cliff. If I took a huge amount of practice and timing before I was happy with the level of control offered, but once I slotted in the Dual Shock I never looked back. It was almost like playing two different games; the

and adds to the feel and playability of the game. There are twelve funky sound tracks to choose from that can be selected at any time during the game. Somehow you never really end up listening to them though, because the sound effects drown out the background music with ease. The game is full of crashes, explosions, engine wars and tyre screeching that seem to do the job without sounding artificial.

Vigilante 8 has a lot of hidden secrets that are normally found during play, such as special moves, power ups and special weapons.

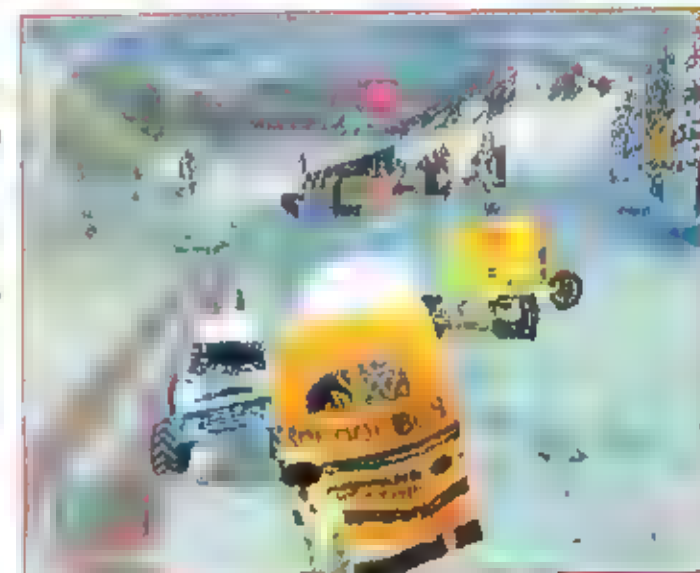
advancement made in around control was amazing. Unfortunately this doesn't help the gamers that laps along with the standard D-Pad controller and can be considered a big problem to gamers in South Africa. Nevertheless, it does give you an incentive to go out and get a Dual Shock, as all PlayStation owners should have one.

Vigilante 8 is more of the same old, same old.

These are imperative for completing the game and should be found and practised if you are to contend with the advanced AI of the computer-controlled cars. A small number of special moves are in the manual supplied, but the fun part is finding out how to use them and what other moves are hidden away.

Unfortunately I found Vigilante 8's single player mode to be way too short. You will soon have all the missions included on both sides, leaving you a little disappointed with the value or money aspect of purchasing it. In some small way you will have to rely on the multiplayer aspect of V8, which has two player co-operative and deathmatch modes. As seen with a lot of titles so far this year the multiplayer props up the continuity.

As for Twisted Metal 2 being the leader in the Driving Shoot-em-up. Move over Sony, Activision has finally blown you away with this thoroughly entertaining product. If you can look past the few flaws that Vigilante 8 has, then all game lovers will enjoy putting the pedal to the metal.



Reminds me of the good old days of the Johannesburg Transportation Dep

OVERALL RATING

93 90 85 90 81 88

www.playstation-europe.com

1 2 PLAYER

Good Music
Top PSX Graphics
Realistic Gameplay

88

REVIEWS UNDER FIRE

Within the confines of a fantasy world comes the story of unjust bias every called Cardinal Syn. It all began in the Blood Lake thousands of years ago. A mysterious traveller named the earth with his Book of Knowledge and demanded peace amongst the fighting clans. With this he divided up the book between the clans and was not to be seen again. Sonner had been the Clans returned to their old ways until a witch of lime appeared and pieced the Book of Knowledge together and scoured the pages on three powerful swords. A tour runner would then be held as a member of each clan would fight to become



Beat-Em-Up
Developer: Sony Interactive St
Publisher: Sony Interactive St
Supplier: Star Kinokor Int
Tel: (011) 445-7900
RRP: R 369.00

International Web Site
<http://www.playstation-europe.com>



ground Scotsman Chieftain McKreig, the zombie Plague and the incredibly annoying Jinkster amongst others. Every character comes with an intro movie and designated area for the backdrop to his fight. Graphically CS does not disappoint in any way.

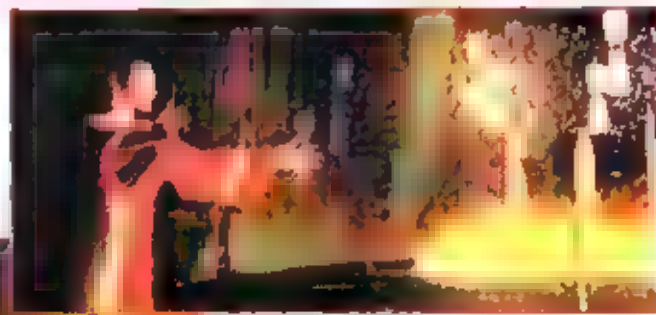
Texture clipping problems. Some of the fantasy world and worked well with the sets they've created. We include

CARDINAL



an ode-fighting genre this is more than we are used to and creates an exciting setting. A what should come.

superbly designed and animated. Each with her own style, charisma, weapons and special moves. You will have choices of the Egyptian-styled female Nephra, the under

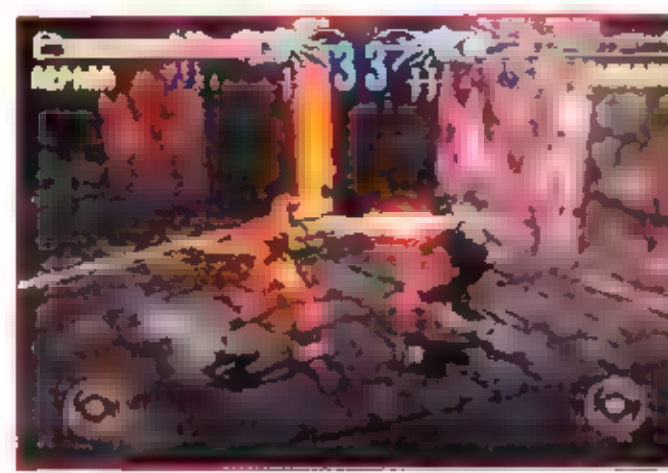


an underground mine for McKreig, a Pyramid Tomb for Nephra and a slime pit for Plague.

A tremendous amount of blood is lost in most battles and is normally splattered all over the walls at some stage (this option can be turned off). Fight scenes are simu-



Cardinal SYN (cont)



Touch me in that way again and you'll lose your jewelry.

lated realistically with the clatter of steel on steel and the swoosh of the weapons as they fly through the air. A large amount of moves have been well thought out and carefully designed for each character and are easily learned in the Training Mode available. The in-game sound does not over whelm in any way and needs something extra to uphold the standard set by the graphics.

CS offers a full 3D environment that allows the player to move around the arena in any direction. Each arena is enclosed and puts an end to the traditional square

an extra ability. Within the game there are also hazards such as toxic slime pits and molten lava that need to be avoided at all costs, if not you will pay for it. Everything about Cardinal Syn up until here

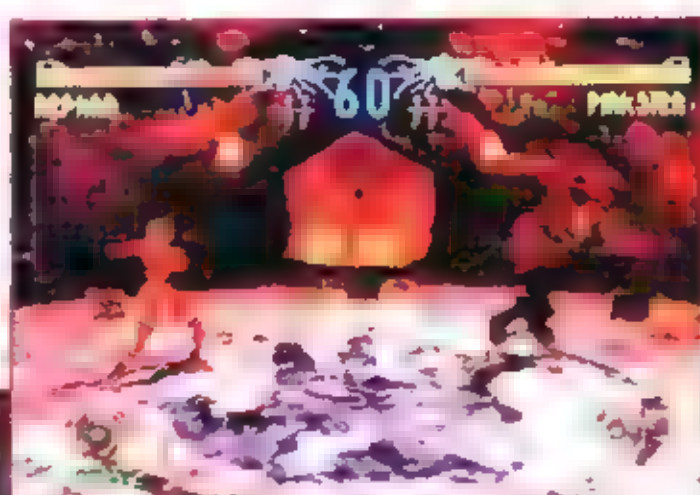


RoboCop meets Braveheart, all we are missing now is the make-up girl.

one out platforms that we have become accustomed to. Each arena has a collection of treasure chests filled with odd surprises that include weapon power-ups, booty traps, health, magic spells and more. This adds an element of strategy to the game. The fighter who can pick the most boxes might end up with the advantage of

important hurdle. Sony has committed a cardinal sin in not finding and eliminating the one repeat move that cannot be countered. As every knowledgeable gamer knows, if this happens to creep into a fighting game, you can kiss the playability, continuity and overall goodness. I cannot see how a reputable developer such as Sony could allow such a common mistake. It pays through their stringent testing. Not only the move, but also the computer controlled AI are totally predictable and should have no winning on the hardest level with in hours. This is honestly not a value for money and does not justify the hard-earned Rando's it costs.

The small consolation to this is that it only affects the single player mode and would obviously fail in against a human



The Jinkster's den has some architectural promise.

sounds like its set to enter the market with a boom and break all records, even collecting the coveted Excellence Award. If we took a look at the gameplay, unfortunately CS has faltered at the last and most

opponent. There is also Dual Shock controller support and it works well with the effects and power that CS produces. A very unfortunate slip has led to a game that should have been a classic becoming nothing more than an average production. At least we know that if Sony take the criticism and listen from us, we can expect a cracker of a game from Cardinal Syn 2.

From the onset, Cardinal Syn is one of the best looking games on the PlayStation, but carries the biggest sin of all, the one move kill. Unfortunately that destroys all the hard work put into making this game playable. If you can see past this fault, there is a lot that Cardinal Syn can offer.

90 80 72 78 52 43

www.playstation-europe.com

1 2 PLAYEP

ME

Special Graphics Without Shock Perception
+ Detailed Environments
One Move Kill
Directional Camera Controls

OVERALL RATING

69

REVIEWS UNDER FIRE

Spawn the comic book series has enjoyed a huge following and has received many awards and accolades over the years. The movie was an average affair relying more on special effects than the fantastic story that originally brought it so much success. Now Sony has released the Playstation incarnation of Spawn. Perhaps now, in this medium, Spawn will be digitally redeemed.

Superhero graveyard.

After reading the comic book and watching the movie most Spawn fans might be forgiven for thinking that the conversion to a console game would be the next smart logical step. Fair enough, but we all know what movie-to-game conversions end up looking like and unfortunately Spawn: The Eternal is no exception to this rule. It seems as if the console game conversion is the final resting place for such heroes after they've starred in their own movies.

In Spawn: The Eternal you play Al Simmons who is out to set the wrongs of society right (the story of how Al became Spawn is too long and involved to get into here - if you need to know more, get it on video). On your quest to conquer evil you need to explore a number of levels 3rd person perspective style. When running into bad guys, he or she changes to a side or beat-em-up style. This mixing of genres sounds good on paper but often too little attention is lavished on one or the other. In Spawn's case this combination fails in both regards.

Haven't we been here before?

The overall idea is to explore each level collecting orbs, keys and piling your skills against deadly enemies. After about six bad guys have been defeated you slowly discover that all it really takes to kill any opponent are a few quick kicks and it's lights out. Mastering this technique effectively reduces the time you'll be playing as there is little resistance from the enemies. Fights don't last long and there isn't any sense of satisfaction as you deliver the final deathblow. The ratio of fighting to exploring isn't well balanced and you often find yourself wandering around each location bored.

Rusty old nail

The characters animation is critical in places and the overall effect seems to be lacking a few critical joints. No matter what you do in the

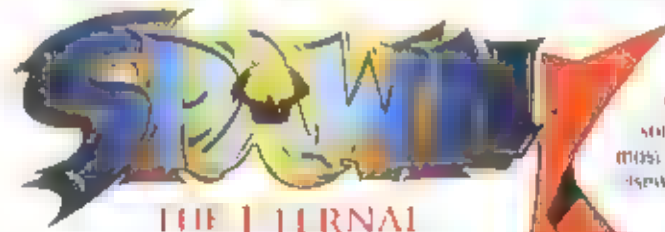
exploration part of the game the animation remains static and artificial. There are also a few simplistic tasks to complete before being allowed access to other parts of the game, but the mind-bending puzzles don't get much harder than finding the rusty key to the rusty door. For some real mind-bending neural stimulation you'll have to look elsewhere.

First impressions last and Spawn cre-



I was unaware you had to come dressed up to a street light

ates a dismal one right from the start. If you're a big Spawn fan you'll keep trying to convince yourself that it might get better after the first four



levels but unfortunately doesn't do that for how long you play. The primary reason for this

3rd Person Action

Developer: Sony Interactive St

Publisher: Sony Interactive St

Supplier: Star Kinokor Int
Tel: (011) 445-7900
RRP: R 369.00

International Web Site
<http://www.playstation-europe.com>

Is that the scenery is a bland, uninspired blocky mess - some serious clipping problems invade the environment right through the game to add to the long list of problems. As the old viewer and warehouse explorer we've seen a hundred times before, through the first few levels you slowly realise that the most exciting part of this game is kicking boxes apart to see if they reveal anything useful. When you actually find something on your exciting box kicking adventure, it takes a while in collect or pick up the item due to the flawed collision detection. Animation finds new meaning.

Spawn: The Eternal is endorsed by Todd McFarlane Productions and if you already have all those Spawn T-shirts, mugs and action figures it might find a space in there somewhere. If you're a huge fan of Spawn, his title might hold some limited appeal, but for most gamers, spend your money elsewhere.



REVIEWS UNDER FIRE

new hotrod racer from Telstar and Quickdraw called Wreckin Crew has

just hit the shelves. Its and arcade style hotrod racer and intended to be the worst fun back into racing in the words of one of the creators.

Wreckin Crew is all about fun and it's a shame we're not trying to compete with the serious racing simulators.

Wreckin Crew features 8 totally wacky characters each with his/her own super car. The characters range from Rastafarian to a cyber-headed freak and even a quantum is included.

The 20 tracks feature, shortcuts, and alternate routes while being jam-packed with power-ups. You get to race in a theme park, New York, Swamp, and a desert. And there's an ending. While winning is the main objective, Wreckin Crew stresses fun more than winning and if you can make out a couple of hotrods while driving it, why not? Characters are shown from a third person view, not a first person view. The view is a bit blurry and the characters are a bit small. Why the developers made it with a blurry, first person view and a small character is a bit of a mystery. It doesn't add anything extra to the gameplay. I found the default weapons awkward since you can only shoot to the sides of your car. The other vehicles spend most of the time either in front or behind you. This makes shooting them difficult. To say the least, there's always the speed weapon that can shoot backwards. The view is such that you never know if you're actually winning.

The modes of play are included with Wreckin Crew. In Arcade mode you get to race one race and enter your initials if you win. In Competition mode every one competes for points like in a league and the total amount depends on you. Winning position here is meant to race all the tracks and try to beat the current name. And with you in mind, the time mode is where you and a buddy can have a go at each other via a split screen mode.

The standard joystick gives adequate control over your hotrod, you just need to know the lay out of all the courses.



Wreckin Crew doesn't even seriously try to simulate the dynamics of a car so don't expect your hotrod to skid around a corner when braking.

Another area that lacks attention is the sound. Apart from the tunes, there's nothing and the engine sound.



A typical day in Midrow after a life threatening car chase

monotonous, there is thankfully an option to switch them off.

Wreckin Crew uses a 3D polygon and sprite-based engine and very colorful art.

Racing Shoot-Em-Up

Developer: Telstar

Publisher: Telstar

Supplier: Star Kinokor Int
Tel: (011) 445-7900
RRP: R 399.00

International Web Site
www.telstar.com

tries to represent the wacky environments that are a bit to the eye. There are some problems that occur in the form of clipping. These are areas of objects that are as they through walls, they having a bit of a what-else-on-your-totter, most notably a



huge fountain on one of the courses.

While Wreckin Crew is fun to play, it lacks depth and doesn't keep your attention span for very long. At the prices PlayStation games are going for these days it's well worth a try while you have a look at some of the other racing/shooting games out there at the moment before over-considering Wreckin Crew. I would however recommend it to those who are looking for a game to buy their young kids. There is no graphical violence and no bright colours and unsophisticated play should appeal to children.



REVIEWS UNDER FIRE

These days the words interactive and multi-media are thrown around so liberally that one could get away with calling an Atari 1 console an interactive experience. So it is with great caution that you should approach Spice World and join the Spice Girls in their own interactive world.



Making music is easy with SPICEWORLD

fectly right, the idea here is to be creative. The samples are of excellent quality—considering the limitations of the medium they're on and everything—so the right dance your song is

Spice Girls Interactive

Developer: Sony Interactive St

Publisher: Sony Interactive St

Supplier: Ster Kinekor Int
Tel: (011) 445-7900
RRP: R 279.00

International Web Site
<http://www.playstation-europe.com>

Now when I get accused of being a closet Spice Girl, I can take to the airwaves a few points. This is my job.



was paid triple—and the Spice Girls sound-track bought was limited to entirely fair research purposes.

Spice World is relatively cheap, which immediately creates some scepticism, and even if it's cheap it must be rubbish, right? Well, the answer to this rare bit of generosity is that the Spice World is really a game and might have a limited shelf life considering the popularity of one of the members of the Spice Girls is not that big really, and for its intended market it is a Power pop fudge sold between friends. It should go down with a storm (sorry).

Two Become One

You start the game by selecting a Spice Girl from the lovely assortment on the display rack and begin your own creative journey. Your first task is to create a track in the mixing room by selecting one of the Spice Girls songs on offer. Then by jumping in back, different music sample blocks, you can remix your very own version of the song using the samples. Persistence does pay off and it isn't essential to get the song per-



Ginger enjoying her last moments

dance move is performed. Each girl can give a different dance routine which can be saved for use in the television studio where you get to record a television performance. As the musical track plays, each girl will perform your pre-recorded dance routine and while all this is going on, you wildly stab out loud with various views and zoom in on different girls. After the final shot you can save your masterpiece to your memory card and watch it at a family fun-

TM. The end result is actually quite good, and will have many young girls bragging with pride at their creations.

Aggravation is an eleven-letter word

here are a few problems that detract from its experience, especially because younger players are targeted. These weaknesses really should have been addressed before release. There is no way to back up or save anything you've created, so if you're recording a song track, other than pressing the reset button. After there is plenty of saving to the memory card, which can only read to be attractive if it's done without saving, since imagine saving by and watching is your.

Resident Evil 2 saves disappoint for even just a reminder that it's a sequel's award-winning. The exclusive Spice Network Interactive Magazine offers a few short video segments of interviews with the Spice Girls about their music, news and other useful information. The video is average and the whole thing is a bit boring and is far too long to be a source of entertainment, but then, by telling us to be a young fan, based on the retail and sell thru success of the video, think the interactive magazine section will be played many times over.

Overall, caution is a requirement when buying this title. It is aimed at the young Spice Girls, but you're looking for a serious challenge forget it. Without any sort of scoring system or points for new video this will have limited appeal and little replay value.

Overall, caution is a requirement when buying this title. It is aimed at the young Spice Girls, but you're looking for a serious challenge forget it. Without any sort of scoring system or points for new video this will have limited appeal and little replay value.

Red Fox

Not a proper game by any stretch of the imagination but if you look at what it's offered then it does its job well. Spice World is aimed at a certain market - where it hits this market the result is a good one.

74
87
70
NA
57
75

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Accurate Literature

Promotes Creativity

Relatively Cheap

Not A Real Game

Repetitive

No Real Challenge

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child were the first to commercialise the Voodoo 3D architecture with the Orchid Righteous and it is generally known that the card is the most powerful.

Games are played on the Voodoo 3D architecture. It is a 3D architecture that is used in many games. It is a 3D architecture that is used in many games.

Now, though a little behind because of a short shortage of supply, the Orchid Righteous 3D II is a 3D architecture that is used in many games. It is a 3D architecture that is used in many games.

Orchid Righteous 3D II is a 3D architecture that is used in many games. It is a 3D architecture that is used in many games.

Orchid Righteous 3D II is a 3D architecture that is used in many games. It is a 3D architecture that is used in many games.

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As problems of error during the process which was installed under Windows 95 are common, the Orchid Righteous 3D II is a 3D architecture that is used in many games.



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Extras

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support with revisions for Win95 and Win98 showing the ongoing development that is going into the cards.

Price

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Orchid Righteous 3D II Voodoo³ Benchmarks

Maximum installation - Default Configuration (not tweaked) - Sound = Max Performance (Intel PII 266, 64MB Ram, Awe64, 4 Gb Se5 HD, Win 98)

Quake 2 (Version 3.15) Timedemo Benchmarks

Resolution	Timedemo	Results (Fps) 8-Bit Textures	Results (Fps) 16-Bit Textures
640x480	Timedemo 1 demo1.dm2	55.3	55.2
640x480	Timedemo 2 demo2.dm2	52.2	52.1
880x800	Timedemo 1 demo1.dm2	39.4	39.0
800x800	Timedemo 2 demo2.dm2	39.1	39.3

Final Reality I.O.I Benchmark		3Dfx WizMark 3 Benchmark	
2D Pixel Rate/s	271.50 Kops/s	WizMark 40330.7	
3D Pixel Rate/s	37.21 Images/s	Elapsed Time 28.12	
FPU Rate/s	22.91 Images/s	Number Of Frames 1090	
City Score	41.22 Images/s	Frames Per Second 39	
Visual Appearance	100.00 %	HTTP://www.3dix.com	
Overall 3D Performance = 3.53 Reality Marks		HTTP://www.3dix.com	

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The Demo Scene

Last month I kicked off the series on demos with a brief overview of what they are and a brief bit of history. This month it's time to have a look at what's under the hood of all demos and the different types. In future instalments, you'll be able to find out how to get started yourself and why exactly it is that many demo people go on to the commercial games industry.

ANATOMY OF A DEMO

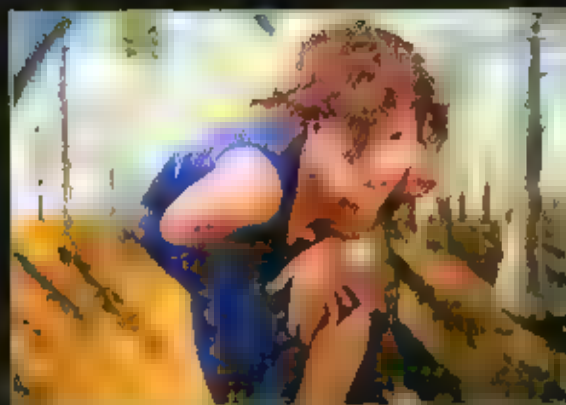
Demos begin at the beginning, go on to the end and then stop. Obvious? Not really - demos differ from games in that they require no interaction from the user apart from perhaps setting up some soundcard options at the start. The point is to sit back, enjoy and be amazed. The typical production incorporates many graphical effects in an entertaining manner while playing multi-channel music through your soundcard (if you have one). Often the demo will also display some hand-drawn pictures as part of the overall show. In case you've downloaded a few demos and think that you've seen better rendered introductions to games - you're right. Which brings me to a very important point about demos. The effects are nearly all calculated in real-time i.e. as you watch them. A pre-rendered animation may look better, but it is playing back single frames each of which can take minutes or hours to produce. Demos do it as you watch. This leads to an ironic corollary - a slower machine is better to watch demos on since it's only then that you will appreciate just how well-optimised the code really is. Drag out that old 486-50 and be amazed at what demo classic such as Second Reality, Verses and Crystal Dreams II can do with such 'old' hardware.

DEMO'S THE INSIDE TRACK

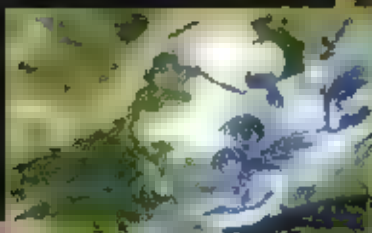
PAUL FLUBBER DELVES INTO THE UNDERGROUND OF THIS FORGOTTEN ART. - PART 2

ALL SHAPES AND SIZES

Thanks to the categories imposed at most demo competitions, demos are usually in one of three formats: 4k, 64k and 4Mb. Demos entered in any of these categories may not exceed these maximum sizes although plenty

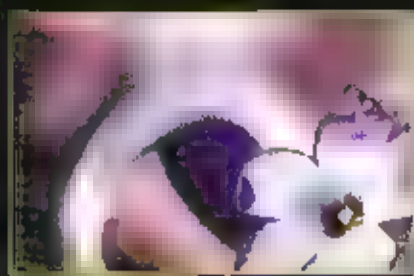


of other productions exist that were released for the fun of it and don't depend on such restrictions. Just in case you didn't get the first one, 4k means what it says - 4096 BYTES. To put the size of this in perspective, a graphical icon 64 pixels square will take up the same space. The very best 4k intros manage to squeeze in 3d graphics and amazing light-

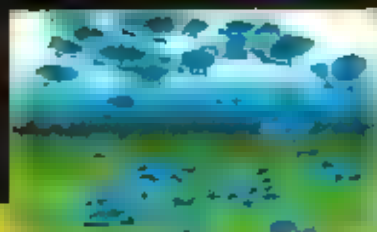


ing effects and some times even soundtracks. Tradition says that 4k intros should be silent but there are notable exceptions. Do a search on www.horner.net for Animate by Schwartz, Stoned by Mr. Stone or Sanction by Omniscience for some of the most impressive examples of 4k intros.

in 64k demo crews have a little more room to play with. Of course, it still takes impressive technical skill to squeeze an entire production featuring graphics, music and the executable code into 65536 bytes. Have a look at Airframe by Prime, Slash by The Black Lotus or



Cyberman II by Complex for examples of small is beautiful. In 4Mb demos - or megademos as they are known - much more space is available for crews to show off their skills. The musician (or musicians if there are more than one of them) can compose complex soundtracks with high-quality instruments. The artist(s) can use high-res pictures to spice up the show and the programmers have



the space available to use higher level languages like C, C++ and Pascal to create their production. Next month we'll look at just how to get started with your own programming. Thanks

to the Web, knowledge and resources which once had to be learnt the hard way are now available for anyone with the time and aptitude to get going. By the way, if you were a bit worried about the lack of activity on the SA demo scene Web site, rest assured that matters are in hand to rectify that.

Till the next time.

Maverick

LIGHT and DARKNESS

the prophecy

Mankind always treads the tightrope between good and evil. The seventh millennium now looms and with it the covenant of a thousand years and apocalyptic prophecies to be filled. BLOOD AND WAR IS going to end. LIGHT AND DARKNESS will be the final battle.

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CLUELESS

PROTOSS STRATEGY GUIDE

STARCRRAFT

Tips, Cheats and Tactics

PART 3

Soul Assassin raps up the Strategy guide with a debatable alliance with the Protoss Race. Check out South Africa's most comprehensive look at the Starcraft saga.

To: Chief General Of Military Forces (Presidential Adviser)

CC:

Subject: Terran & Protoss Alliance

We are proud to inform you, that the Protoss and Terran governments have announced a formal military alliance to combat the threat of the Zerg. I have included a transcription of the Protoss leaders address to his nation after the agreement was signed. We heard that our Satellite installations were under attack at the time and that the broadcast never made it to our people.

"We have come a long way since the days when our creators, the Xel'Naga, walked among us. Their last creation is now the biggest threat to our survival. Not only do they threaten us but also our former enemies. The time has come to put a stop to the tyranny and absolute blood lust of the Zerg."

This alliance heralds a new era in which both our races will live in peace. No longer will our races stand helpless and alone in their struggle against the Zerg. In the past we were enemies but united we will conquer the enemy. As of today we are blood brothers in war and will share our resources and technology in a renewed effort for victory and the utter destruction of the Zerg. Not one must be left standing and their names must be stricken from history.

I am proud that our government has finally stopped bickering about themselves and that our commanders who deserted us during the war have returned to our home planet. If it weren't for their desertion we would still be fighting a war on both planets. Through their actions we have come to realise that we are no different than the Zerg by waging war on a race whose customs and ideals are different from our own.

Together we will survive and united we will conquer and destroy all that is Zerg."

He continued to go on about the negotiations and specifics of the alliance, but I know that you are only interested in the specifications of the military units and buildings. I have included the document that military adviser made available to us after the agreement was signed. I hope that you find it informative. All of our Commanders should study it in the event that they command Protoss forces. We made a similar document available to them as well. I just hope that this is a wise decision and doesn't come back in the future to haunt us.

**Lead Negotiator
Soul Assassin**

Nexus

Headquarters of the Protoss army. The Nexus enables the production of Probes for resource gathering. Build as close as possible to resources for faster resource gathering and keep the Nexus well protected at the beginning of a game.

Attributes/Stats:
Cost: 400 Crystals / 0 Gas
Builds: 1 Probe
Special Ability: Provides Psi Energy



Pylon

One of the most important structures of the Protoss, if not the most important. They provide Psi energy, which is used by units. Most Protoss buildings have to be warped into a Pylon's "area of effect" to get power, the only exceptions being the Nexus, Assimilator and the Pylon itself. Should a Pylon that provides energy to structures be destroyed all those structures will stop functioning until a new Pylon is built, so always protect Pylons in strategic positions if possible.

Attributes/Stats:
Cost: 100 Crystals / 0 Gas
Special Ability: Provides Psi Energy



Assimilator

Used for extracting Vespene and has to be built on a geyser. Never use more than 4 Probes for mining on it, it can only take one at a time so by using more you use a Probe that can be better utilised for mining crystals or building. It is critical that you check you Assimilator every now and again to see how much gas remains. If its depleted move your Probes to a new resource point to mine faster. This is important since Protoss units are damn expensive.

Attributes/Stats:
Cost: 100 Crystals / 0 Gas
Builds: 1 Assimilator
Special Ability: Extracts Vespene



Gateway

Arguably the most important structure for an early defence. All of Protoss units take a long time to warp in therefore you should have at least two Gateways to produce units. After all your defenses are established consider warping in 2 more Gateways, this way you can replace units that are lost at a faster rate for your main assault.

Attributes/Stats:
Cost: 100 Crystals / 0 Gas
Builds: 1 Gateway
Special Ability: Warps in Protoss Units



Forge

A Forge is used for upgrading all your ground weapons and armour as well as your Plasma shield. Delay building a Forge or doing any upgrades until after you have established a base defence. The upgrades are important but the money is best used elsewhere in the early stages of a game. When you finally build a Forge upgrade weapons first then armour and finally shields, alternatively you can build 3 Forges to upgrade each since the time to upgrade is long.

Attributes/Stats:
Cost: 100 Crystals / 0 Gas
Builds: 1 Forge
Special Ability: Upgrade Ground Weapons, Upgrade Ground Armour, Upgrade Ground Shields



Photon Cannon

The only attack structure available to the Protoss, and it can attack both ground and air units. That being said, you should never use them as a base's main defence, its range is short and can easily be overcome by other races long-range units. Use Photon Cannons in conjunction with other units backed with shield batteries for a defence. It is nevertheless an important structure due to its ability to detect cloaked units. Never cluster them around one Pylon, your opponent will simply take out the Pylon to render your group of Photon Cannons useless.

Attributes/Stats:
Cost: 150 Crystals / 0 Gas
Builds: 1 Photon Cannon
Special Ability: Attacks Ground and Air Units



Cybernetics Core

A Cybernetics Core is required to warp in Dragoons and upgrade air units plating and weapons. It also houses the Singularity Discharge upgrade that gives Dragoons greater range. You should build one as soon as possible and upgrade with the Singularity discharge. This enables you to warp in Dragoons that can defend your base against air and ground units. Start upgrading your air weapons as well, even before you have warped in air units. The air upgrades take a long time and building two Cybernetics Cores can help speed this up.

PROTOSS STRATEGY GUIDE

Attributes/Stats:
Cost: 450 Crystals / 100 Gas
Builds: 1 Cybernetics Core
Special Ability: Develop Singularity Discharge Upgrade



Shield Battery

Inexpensive and infinitely useful. They can provide you with a very good defence when used in conjunction with long range units. Shield Batteries will recharge the shields of units instantly by providing 2 shield points for every 1 point of Battery power. Place some Dragoons and Carriers around some Shield Batteries to create a defence that will make an enemy pay with heavy losses. To recharge units quickly select them and right click on a charged Shield Battery. Their only downfall is their slow recharge time.

Attributes/Stats:
Cost: 100 Crystals / 0 Gas
Builds: 1 Shield Battery
Special Ability: Recharge Units



Robotics Facility

The Robotics facility is important for two reasons. It allows you to warp in Reavers which can do a devastating amount of damage. Reavers can be used for base defence but are just as well for attacks. It also allows you to warp in Observers, which is the only permanent cloaking unit in the game. Observers can also detect other cloaked units. The Robotics facility becomes even more important on maps with islands where you need to quickly warp in some shuttles to expand your territory.

Attributes/Stats:
Cost: 100 Crystals / 0 Gas
Builds: 1 Robotics Facility
Special Ability: Warps in Reavers, Observers, and Support Units



Observatory

The Observatory allows you to warp in Observers and houses all their upgrades. Develop the Sensor array as soon as possible. This will give Observers the ability to see cloaked units.

Attributes/Stats:
Cost: 100 Crystals / 0 Gas
Builds: 1 Observatory
Special Ability: Houses Observer Upgrades



Reaver Upgrade Bay

Gives you the ability to warp in Reavers and house their respective upgrades as well as a speed upgrade for shuttles. Upgrade the Reaver's attack damage when you have some spare resources. They are very powerful even without it. The increased capacity upgrade for Reavers is pretty useless since they can build Scarabs almost just as fast as they can fire them, only upgrade if you have the resources to spare.

Attributes/Stats:
Cost: 150 Crystals / 100 Gas
Builds: 1 Reaver Upgrade Bay
Special Ability: Upgrades Reaver Units



Chapel of Adun

Warp in a Chapel of Adun right after you have finished with your first Cybernetics Core. The Leg Enhancement upgrade for Zealots will give them a tremendous speed boost and make them more manoeuvrable. This makes them that much more deadly.

Attributes/Stats:
Cost: 200 Crystals / 100 Gas
Builds: 1 Chapel of Adun
Special Ability: Develop Leg Enhancements



PROTOSS

STRATEGY GUIDE

Templar Archives

Enables Templars to be warped into your base. Templars needs a lot of gas for warping so only build the Templar archives when your economy becomes stable and you can afford them. All of the upgrades are important but should have the following preference - Psionic Storm, Hallucination and finally Khaydarin Amulet.

Hitpoints/Shield:	300/300
Cost:	100 Crystals 200 Gas
Requires:	Model Of Atom
Special Ability:	Develop Psionic Storm (200 Crystals 200 Gas) Develop Hallucination (150 Crystals 150 Gas) Develop Khaydarin Amulet (150 Crystals 150 Gas)

Stargate

Needed if you are going to build any attacking air units. All of the Protoss air units are VERY expensive and should only be built if there are sufficient resources on the map and you have a good chunk of the action. You need at least two Stargates to build at a reasonable rate but should end up building 4 since the air units take forever to build especially the Carrier. Just remember to upgrade your air units as fast as possible in the weapons department.

Hitpoints/Shield:	400/400
Cost:	200 Crystals 200 Gas
Requires:	Cerberon's Core
Special Ability:	Build Scout Build Archer (Requires Fleet Beacon) Build Arbiter (Requires Arbiter Tribunal)

Fleet Beacon

Fleet Beacons allow Carrier ships to warp in, giving you probably the most destructive air unit in the game when used in conjunction with Scouts. It also houses a speed upgrade for scout in the form of Gravitic Thrusters. This needs to be developed as soon as possible and afterwards the increased Carrier capacity. Apial sensor gives scouts longer sight and can be left till last since you usually won't send out an expensive Scout to do reconnaissance.

Hitpoints/Shield:	200 / 200
Cost:	300 Crystals 200 Gas
Requires:	StarGate
Special Ability:	Develop Apial Sensor (100 Crystals 100 Gas) Develop Gravitic Thrusters (100 Crystals 200 Gas) Increased Carrier Capacity (200 Crystals 200 Gas)

Arbiter Tribunal

Makes the Arbiter available for warping and houses its upgrades. You should only build Arbiters if you have an enormous amount of resources and really need their special abilities, likewise with the Tribunal, only build it if you need Arbiters otherwise leave it be.

Hitpoints/Shield:	500 / 500
Cost:	200 Crystals 150 Gas
Requires:	StarGate, Templar Archives
Special Ability:	Develop Recall (150 Crystals 150 Gas) Develop Stasis Field (150 Crystals 150 Gas) Develop Khaydarin Core (150 Crystals 150 Gas)

Probe

The workers of the Protoss used to mine Crystals and gas. A probe also does all the building of structures. Protoss has an advantage here in that the Probe only sets co-ordinates for the structures to be warped in and thus can scout the map with a probe for extra resources, you are going to need it. As you find new resources start mining there, the Protoss is an expensive race to play and every bit helps. When mining on an Assimilator only use 4 Probes, more than 4 is waste of probe power.

Hitpoints/Shield:	20/20
Cost:	50 Crystals / 0 Gas / 1 Psi
Weapon Strength:	Particle Beam 5, +0 per upgrade
Armour Strength:	Protoss Armour 0, +1 per upgrade
	Protoss Shield 0, +1 per upgrade

Zealot

Zealot will function as your main defenses in the early stage of game so start pumping them out as soon as possible and keep an eye out for Zergling rushes. Zealots are defenceless against air units and need support in later stages. Dragoons or Scouts make an excellent choice for this task. When used correctly in number, Zealots can be an enemy's worst nightmare when it comes to lower defenses. Take 20 of these natural born killers and mow through towers like butter before you attack with your main force. Remember to upgrade their speed and attack damage before doing this.

Hitpoints/Shield:	80/80
Cost:	100 Crystals 0 Gas 1 Psi
Weapon Strength:	Psionic Blasts 10, +2 per upgrade
Armour Strength:	Protoss Armour 1, +1 per upgrade
	Protoss Shield 0, +1 per upgrade

Dragoon

Their rate of fire might be slow but when encountered in packs next to a couple of shield batteries with some Carriers they can be a force to be reckoned with. Dragoons' main advantages are their ability to fire at ground and air troops making them excellent base defence units, since the Photon Cannons can't hack the job alone. They are excellent at defence but can be used in conjunction with Zealots to take out opponents trying to expand their resource base too close to your base.

Hitpoints/Shield:	80/100
Cost:	50 Crystals / 50 Gas / 2 Psi
Weapon Strength:	Photon Disruptor 20, +2 per upgrade
Armour Strength:	Protoss Armour 1, +1 per upgrade
	Protoss Shield 0, +1 per upgrade

High Templar

High Templars are a bit on the expensive side but considering what you get for the price, a good deal. Unfortunately they are very vulnerable and should never wander into the open alone. They are best used in numbers casting Psionic Storm on enemies and then converted into Archons to deal out more deadly damage when their power is up.

Hitpoints/Shield:	40/40
Cost:	50 Crystals / 50 Gas / 2 Psi
Weapon Strength:	None
Armour Strength:	Protoss Armour 1, +1 per upgrade
	Protoss Shield 0, +1 per upgrade

Special Ability: cast Psionic Storm 25
Archer: warp Dragoon (Requires)

Psionic Storm

Psionic Storm can devastate a flying army in a matter of seconds once activated. It will however not do any damage to structures making it more a defensive weapon. Due to this you can cast it inside your base without having to worry about devastating your own buildings. Psionic Storm has to be used with caution though since it cannot distinguish between your units and enemy units. Do not cast multiple storms on one spot, the damage inflicted will stay the same. It's wiser to keep the extra power for other attacking units on different fronts.

Recall (Archer)

An excellent tool for confusing the enemy and launching a dummy attack while your true force attacks from a different side. A good tactic is to use the hallucination ability on invading all units and then sending the look alike right into the heart of an enemy's base for maximum damage. Recall can also be used to lure Science Vessels into spending their power. Use allies Archons to join a battle without having to worry about having their shields drained by EMP Shockwaves.

Assimilator Warp

Used by two Templars simultaneously to summon an Archon. This is good to use on Templars in the heat of battle when they run out of power. This way they can still contribute to the war effort.

Archon

Archons are created when two Templars are joined giving up their lives to summon it. They are probably the most feared Protoss units when encountered. Keep them away from Terran Science Vessels EMP Shockwave will take away their 350 shields with one shot, leaving them with only 10 hitpoints. Archons should be used in numbers and make a great diversion for Templars. The enemy will usually focus on the Archons while you create havoc with Psionic Storm on his troops. They also make great support units for Zealots. If you plan to create an army of Archons make sure you have at least 4 gateways to quickly pump out Templars.

Archon (cont)

Hitpoints/Shield:	10 / 10
Cost:	None
Weapon Strength:	Special Ability Of Templars
Armour Strength:	Psionic Shockwave 30, +3 per upgrade
	Protoss Armour 0, +1 per upgrade
	Protoss Shield 0, +1 per upgrade

Reaver

Reavers are the most devastating ground units available to the Protoss but come at the price of speed and management. They are very slow and have an attack range comparable to Siege Tanks in Siege mode. Always transport them with shuttles so you can evacuate them if things get tough. Reavers work great in conjunction with Zealots and only do damage with their Scarabs to enemy units. Take your Zealots in for close combat and keep the Reavers just within firing range of the action. Keep a good number of Archons around for this tactic, both Reavers and Zealots are vulnerable to air attacks and will need support. An observer is also a good idea when attacking Terrans in this way to avoid being destroyed by cloaked Wraiths. Reavers will attack any enemy unit within range but will fortunately not pursue them making them ideal for defence as well.

Hitpoints/Shield:	40/100
Cost:	200 Crystals 100 Gas 4 Psi
Weapon Strength:	Scarab 100, 25 per upgrade
Armour Strength:	Protoss Armour 0, +1 per upgrade
	Protoss Shield 0, +1 per upgrade
Special Ability/Cost:	Build Scarab 15 Crystals

Shuttle

Used to transport troops around the map Shuttles make an invaluable asset when using Reavers. They can be used for a tactic known as a Reaver drop. Make 4 shuttles, fill two with Reavers and two with Archons or Dragoons and fly around the map looking for newly established bases without air defence towers. Drop the Reavers and Archons and kill what you can until your enemy becomes aware of the attack and sends in backup units, pick up everyone again and head for a safe area. Good reconnaissance is necessary for this to work though, sending in the shuttles where there are anti-air defenses in place will cost you all your shuttles an expensive unit. Using fake Scouts created with Hallucination can avoid this headache if you send them in to scout first.

Hitpoints/Shield:	40/100
Cost:	200 Crystals 0 Gas 2 Psi
Weapon Strength:	None
Armour Strength:	Protoss Armour 1, +1 per upgrade
	Protoss Shield 0, +1 per upgrade
Special Ability:	Transporting units

Observer

Observers are the single most important unit when there are Terrans around. They can detect cloaked Wraiths and should ALWAYS be included into Scout and Carrier groups. Observers are also good for detecting burrowed Zerg units. They have their own permanent cloaking and is undetectable by normal units without the ability to see cloaked units. Be wary of towers and other units that do have this capability though since Observers have no weapons. A good strategy is to place them over choke points on maps to see approaching enemy units ahead of time. They are also useful for detecting enemy expansion by placing observers over resource points, this works great with Reaver drops since you can destroy the newly found base before it has any defenses.

Hitpoints/Shield:	20/40
Cost:	20 Crystals 15 Gas 1 Psi
Weapon Strength:	None
Armour Strength:	Protoss Armour 1, +1 per upgrade
	Protoss Shield 0, +1 per upgrade
Special Ability:	Detection Cloaking

Scout

Scouts are fast (if you do the speed upgrade) and are equally good for attacking ground and air units alike. The downside is their price, a sizeable amount require a great deal of resources and take a lot of time to warp in. If you plan in building a lot of Scouts or even Carriers for that matter you will need at least 4 Stargates. Scouts are best suited for hit and run tactics on their own. Together with Carriers they can be an

PROTOSS

STRATEGY GUIDE

Scout (cont)

unstoppable power if precautions are taken. Always include an observer in their groups and kill any Zerg Queen you come across, if she ensures your Scouts be sure some Scourges will follow to kill all of them. Beware of Mutalisks, as well they are very resistant to Scout Anti-Matter missiles.

Hitpoints/Shield:	40/30
Cost:	100 Crystals 50 Gas 1 Psi
Weapon Strength:	Anti-Matter Missile 20, +2 per upgrade
Armour Strength:	Dual Photon Blasters 0, +1 per upgrade
	Protoss Plating 1, +1 per upgrade
	Protoss Shield 0, +1 per upgrade

Carrier

Everybody's favourite airships. Carriers cost and arm an a reg but are well worth the price. They should always be used in conjunction with other units like Scouts and Archons for protection from any form of swarm attack. Before you consider the warping in of Carriers make sure all weapons are upgraded to their maximum and that you have researched the increased Carrier capacity upgrade. This will allow them to hold a total of 8 Interceptors. Carriers work best in-groups of 4 or more with some Scouts, one Arbiter and one Observer. Using this combination gives the Carriers valuable time hiding underneath the cloak of the Arbiter. Carriers can also be used effectively as base defence units or to block off a choke point. To do this you need 2 Carriers and 5 Dragoons and an Observer next in 5 shield batteries. Just keep the entire unit's shields up and replace lost interceptors. If you can afford to include a Reaver as well. Keep an eye out for Scourges and opposing Templars they can decimate a Carrier group in seconds.

Hitpoints/Shield:	150/250
Cost:	350 Crystals 100 Gas 8 Psi
Weapon Strength:	Interceptors 8, +1 per upgrade
Armour Strength:	Protoss Armour 1, +1 per upgrade
	Protoss Shield 0, +1 per upgrade
Special Ability:	Cost: Build Interceptor 10 Crystals

Interceptor

Small, cheap and weak, but in numbers the enemy has a difficult time shooting them down. Remember to replace lost interceptors at their respective Carrier.

Hitpoints/Shield:	80/20
Cost:	20 Crystals / 0 Gas / 0 Psi (Ability Of Carrier)
Weapon Strength:	Phase Cannon 5, +1 per upgrade
Armour Strength:	Protoss Plating 1, +1 per upgrade
	Protoss Shield 0, +1 per upgrade

Arbiter

Arbiters are very useful. Due to their special abilities and cloaking field. They will cloak any nearby friendly unit except for buildings. Arbiters can be used for a variety of tactics, which include hiding your forces underneath them so your opponent can't get an estimate of how big your force really is. Arbiters have a Phase Disrupter as their only weapon and thus need backup from the units it's cloaking from defence.

Hitpoints/Shield:	150/200
Cost:	35 Crystals / 50 Gas / 4 Psi
Weapon Strength:	Phase Disrupter 10, +1 per upgrade
Armour Strength:	Protoss Plating 1, +1 per upgrade
	Protoss Shield 0, +1 per upgrade
Special Ability:	Cost: Build Interceptor 100 Recall 1 Psi

Stasis Field

Stasis will freeze a number of enemy units in time giving you an opportunity to get away or slow down an enemy attack. A good tactic is to freeze your units when they are in trouble and send in reinforcements to come to the rescue. You can even use Stasis on the Arbiter itself. Unfortunately too damage can be done to frozen units they become invulnerable to any form of attack until the spell wears off.

Recall waps a number of units from any place on the map to where the Arbiter is. One tactic involves having two Arbiters. One close to the enemy's base and one in your base. Gather a small force and use Recall to warp them close to the enemy's base. Launch an attack, take out some units or buildings, and then warp your force back to base before enemy reinforcements arrive.

PROTOSS

STRATEGY GUIDE

GENERAL PROTOSS STRATEGIES

Playing the Protoss requires an organised game, there is no time to try this and that strategy. From the get go you need to get recon information in as soon as possible and devise a plan. The reason for this is the sheer cost of Protoss units. You have to get it right and get it right the first time. Defence, defence, and defence. This is vitally important for the Protoss in the early stages of a game. Make use of the Templars abilities, changing all of them to Archons is a waste. The Psionic Storm and Hallucination is some of the most useful utilities available to the Protoss. Use a Probe to scout early on and in the later stages use Observers and the Hallucination spell to recon the map and keep an eye on your opponents. If you find an empty resource location, expand immediately every ounce of crystals and gas will be required for success. Also keep in mind that Probes do not need to attend to a building as it is being warped in and can move on to other building functions. Very rarely will you ever need more than two Probes doing work on your base. Protoss easily has the best air units in Starcraft and can dominate the airways. A lot of players rely on air power alone. Never fall into this trap, one good strike from an opponent will leave you helpless. Learn how to use air and ground units effectively so that they compliment each other.

BEGINNING AND DEFENSIVE TACTICS

This is one of the many tactics that can be used by Protoss Commanders. It is in no way the best (as there will always be a better way) but the most effective we here at 'New Age Gaming' use. I would also like to point out that with the Protoss there are numerous tactics and players should experiment with all the units to find a strategy that suits their style of play. The Protoss are very expensive to play and requires a clear plan of action, you can't afford to waste money on tactics that don't work. Their defence takes a while to get up and you should be weary of a rush tactic as this is a favourite way to take Protoss out of a game early on. If you can get past this you can be sure that the Protoss have the most advanced units available and should dominate in long games. As the Protoss you start off with four Probes and a Nexus situated near some resources. First order of business is four

more Probes, start building a Pylon with the first one and send the others to mine. After you have placed the Pylon and there is enough crystals, build a Gateway and then another Probe. As soon as it is done build another Gateway and another Probe. As soon as the first gateway is finished warping in, start pumping out Zealots and Probes, one Probe to every three Zealots until you have nine Zealots. Remember to build Zealots using both Gateways. Send out a Probe to recon the area for more resources and locate the enemy base while continuing to build Zealots. If there is a choke point blocking your base off from the rest of the map position the Zealots there, even if there isn't try and position your Zealots so they won't be surrounded by Zerglings if attacked. If no rush is evident you then can continue on to build a more general defence for your base and expand to other resource points. The first you need are some Dragoons, but you require a Cybernetics Core and gas. Build an Assimilator, four more Probes to mine it and then a Cybernetics Core. Warp in six-eight Dragoons to stop early attempts at an air attack and back them with a Shield Battery or two. From there continue up the tech-tree and warp in the buildings required for your strategy.

OFFENSIVE PROTOSS TACTIC

By this time you should have scouted the enemy bases with Observers or by casting Hallucination on animals or vehicles and using the takes to take a peek. You will need four Carriers, eight Scouts, two Templars, two Reavers, one Probe, one Observer and an Arbiter if you can afford one. Yet another camping tactic and its best used in 2-4 player games. Find a nice spot just outside of your enemies sight range close to his base and build a Pylon and 4 Photon Cannons. After they have been constructed build 3 Shield Batteries. Place all your troops between these and if you have an Arbiter your opponent will only see the Arbiter, Cannons and some Shield Batteries. Use the Templar's hallucination spell to create some Scout clones and send them into the enemy base faking an attack and wait for him to send some units to counter your offense. When they arrive pull back to the other units and hopefully the enemy units will follow you into an ambush. They should be destroyed in no time. If any of your units take damage make sure to recharge their shields with the Batteries. Your units will be almost invincible. Keep repeating this until you know your opponent is low on resources and men.

If your opponent is wise and doesn't want to send out troops, nail his outer defenses with Reavers just make sure to protect them from air attacks. Sooner or later he will have to do something about it. If he does try to storm you with a bazillion units, use the Arbiter's stasis ability to freeze a couple of units. First take care of the unfrozen units and by the time the others unfreeze you can take care of them too. At this point send ten Zealots into the base from the opposite side to what you are attacking. Have them destroy anything with anti-air capability. Once this is done send in your squad of big boys and destroy everything.

When applying this tactic keep an eye out for Zerg Queens, Scourge and the Science Vessels. Kill a Queen on site if she successfully casts ensnare you are in for a lot of trouble from Scourge. Easy enough but there is a add-on strategy that can be implemented if your budget allows. Have 2 Arbiters if you can afford them, one at the camping spot and one in your main base. If things get tough you can use the recall ability to warp all the troops back to your base. A couple of points need to be made for this tactic. If you want to use your Templar's Psionic Storm cast it away from your own troops. Secondly make sure your troops don't pursue any escaping units, if this happens a couple might get destroyed. Lastly remember to replace lost interceptors and reload the Reavers.

CONCLUSION

It has been a fun 3 months and I hope many of the new starcraft players have found my guide helpful and even that some of you seasoned veterans picked up a tip or two. If anybody out there has any strategies they would like me to take a look at or has any comments about this piece please email them to me at assassin@naq.co.za or via normal post to the address found on our Backchat page, just address it to SC Guide. I will try and compile a more complete strategy guide with more strategies that I will make available when our web site goes live. I will of course give credit to those strategies that I will use.

Until next month enjoy and keep strategizing.
Soul Assassin over and out!

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PC CHEATS

Outwars

MACLEOD
Immortality (Highlander)
KEYMASTER
Unlimited jet pack fuel
DIRTYHARRY
Unlimited Ammo
BUZZ
Glider wings (As in Buzz Lightyear)
FRAMERATE
Framerate counter
PHANTOM
Spy on creatures using the F11 and F12 keys
SNIPSNIP
Change your player character's gender
GOHOME
Reset to the start position
THRASHER
Thrasher mode (Shows all your enemies on radar)
WEAPONCAM
Weapon optics display. Follows your fired rounds, like the cameras in smart bombs.
BIGEARS
"Placeholder Sounds" On/Off
JUMPXXX
Jumps to the level inserted for XXX. In other words, "jump001" jumps to the Oasis level. Known levels that work are: Oasis, Anubis, Ragnarok, Juggernaut and Dead.

Incoming

These cheats may not work on all versions of the game. But try them out anyway, by holding down Shift as you type these codes:
HAVEALL get everything
SUPERDAISY enemies die with one shot
INVULNERABILITY um...Invulnerability, maybe?
SOLIDASAROCK also invulnerability
INFINITELIVES guess
INFINITEWEAPONS yep, infinite weapons
Incoming also uses the function keys for cheats. Pressing the following keys will turn the corresponding cheats on and off:
Function Key Result
F2 easy shooting F3 invulnerability
F4 infinite lives F5 infinite weapons
F6 smart bomb

Army Men

Press ESC then type in these codes:

Kahuna - Add explosions, omniscient view, and invulnerability
Invulnerable - Invulnerable Sarge
Plethora - Full ammo
Occultation - Stealth mode
Aeroballistics - Full air support
Paralysis - Frozen enemies
Telekinetic - Teleport Sarge (activate scroll mode first)
Triumph - Win scenario
Succumb - Lose scenario
Omniscient - Overall view toggle
Pyromancer - Right button explosion toggle

SIN - Demo

First press the - key (just like in Quake and Q2).
Then enter the code:
/health 999 - Health 999 /vass - All weapons
/superfuzz - God mode /nocollision - No clip mode
/wallflower - No target

Commando's : Behind Enemy Lines

Commandos Level Codes

Mission 2: 4JXB
Mission 4: RFF1J
Mission 6: MIR4M
Mission 8: K99XC
Mission 10: JSGPW
Mission 12: JGHD3
Mission 14: WT348
Mission 16: L9IPV
Mission 18: YJOJG
Mission 20: GDKWT

Your Marine (Diver) can carry two other commandos in his backpack. It means a safer way of transportation, as the Diver cannot be seen while diving. On the other hand, it also could mean if the Diver dies, two of his buddies die with him. How to get two adults in a small backpack? When the Marine is deflating his boat, two commandos have to enter it. It takes a perfect timing but if it works, a small photo of the commando will appear above the backpack of the Marine.

Flight Unlimited II

View mission boundaries:
Press [Shift] + [Alt] + A to view a wire-frame border around the area that your plane must fly over for the mission.
Triangle, Triangle, Square, Circle, R1, L1 - then go into the load game menu to switch between levels.

Sub Culture

During the gameplay you can type in these codes:
bedik God mode
haveall All missions available
didit Win mission
wonga Money
kamikaze Suicide
tonka Strengthen hull
refill Restore shield
mutant Radiation protection
blilly Speedup
lick Add geiger counter
rings Stage 0
dryer Stage 1
cotton Stage 2

Die By The Sword

During the game hold F1 and type in the code:

MUKOR - God Mode
DEADLY - Special Weapon
GOLRG - Giant Player
BTINY - Tiny Players

MechCommander

These cheat codes were created to assist in the development of MechCommander, to allow designers to skip over time-consuming spots and try a wide variety of approaches to the game without hacking into the code. Update MechCommander to version 1.8 if you have not already done so. Create a file called **ixlrmceout** in the directory where you installed MechCommander (most likely C:\Program Files\FASAInteractive\MechCmdr), by making a copy of **windows.flt** and renaming it. This is the secret file needed to enable the cheats.

Logistics Cheats

These cheats must be typed in during the Logistics Phase.
poundofflesh Adds 1,000,000 Resource Points.
rockandrollpeople Removes Drop Weight Limit on current mission.

Gameplay Cheats

These cheats must be typed in during the mission.
CTRL-ALT-W - Jumps to "Mission Successful" screen.
osmium Makes your 'Mechs and vehicles invincible.
lorrie Repairs damaged Armor/Weapons.
lordbunny Gives you unlimited, instantaneous artillery strikes. Press b and left-click to nuke the target.
minecycshavesentheglory Reveals the entire map.
deadeys Max Gunnery skill on all MechWarriors.
framegraph Not really a cheat, but it's cool and undocumented. Shows a graph of MechCommander's framerate over time.

PLAYSTATION CHEATS

Crime Killer

Crime Killer Passwords

Level	Password
2	Circle, Square, X, Triangle, X, Triangle, Square, Triangle, Square
3	Circle, Circle, Square, X, Triangle, Circle, Circle, Circle, Circle, Circle
4	Circle, Circle, Square, Triangle, Circle, Circle, Square, Triangle, Square, X
5	Triangle, Circle, Circle, Circle, Circle, Circle, Circle, Circle, Square, Triangle
6	Square, Triangle, Square, Triangle, Circle, Square, X, X, X, Triangle
7	Circle, Circle, Circle, Circle, Square, X, Triangle, Circle, Circle, Circle
8	Square, Triangle, Square, X, Triangle, Square, X, Triangle, Square, X
9	X, X, Triangle, Circle, Square, X, Triangle, Square, Triangle, Circle
10	Circle, Triangle, Circle, Circle, Square, X, Triangle, Circle, Circle, Circle
11	Square, Triangle, Square, Triangle, Circle, Circle, Square, Triangle, Square, Triangle
12	Square, Triangle, Square, Triangle, Square, Triangle, Circle, Square, Triangle, Square
13	X, X, X, Triangle, Circle, Circle, Circle, Square, X, X
14	X, X, X, X, Triangle, Circle, Square, X, X, X
15	X, Triangle, Square, X, X, Triangle, Circle, Square, X, X, X
End	X, Triangle, Circle, Square, Triangle, Square, X, Triangle, Square, Triangle

Happy Gaming

Dead or Alive

To unlock Ayane - finish the game in the tournament mode with Raidou to get Ayane.
To unlock Raidou - after you get all of your character new costume finish the game under the default setting to get Raidou.
To get alternate costume - finish the game in the tournament mode under the default settings.

The secret behind the extra config options is revealed! If you beat the game once you will get the first. Then every three hours after that the game will automatically release one after the other. If you complete all of the moves for a character in training mode you will unlock a secret voice option.

Instant Replay
After a round is over, but before the victory pose, press and hold guard (square) and lock (circle), and then press punch (triangle) while still holding the other two buttons; you can then rewind and replay the last segment of the fight to your heart's content by pressing or releasing punch (triangle) and still holding the other two buttons.

Vigilante 8

Note: These moves are to be executed during play and will only work if you have enough of the proper ammunition.

Interceptor Missiles:

Secret Move #1: Halo Decoy
Up-Up-Down-Fire Machine Gun (R2)
Cost: 2 Missiles
Secret Move #2: Afterburner
Up-Up-Up-R2
Cost: 2 Missiles

Bull's Eye Rockets:

Secret Move #1: Road Runner
Up-Down-Down-R2
Cost: 2 Rockets
Secret Move #2: Stampede
Up-Down-Up-R2
Cost: 1-5 Rockets

Sky Hammer Mortar:

Secret Move #1: Turtle Turnover
Down-Down-Down-R2
Cost: 2 Shells
Secret Move #2: Crater Maker
Down-Down-Up-R2
Cost: 1-5 Shells

Bruiser Cannon:

Secret Move #1: Cow Puncher
Down-Up-Down-R2
Cost: 2 Shells
Secret Move #2: Buckshot
Down-Up-Up-R2
Cost: 1-8 Shells

Roadkill Mines:

Secret Move #1: Bear Hug
Left-Right-Down-R2
Cost: 2 Mines
Secret Move #2: Cactus Patch
Left-Right-Up-R2
Cost: 1-6 Mines

Cardinal Syn

Secret Move #1: Down, Square when "Press Start" appears at the opening screen. A sound will confirm correct code entry.
Jun: Press Up, Left, Left, Up, Square when "Press Start" appears at the opening screen. A sound will confirm correct code entry.
Kahn: Press Up(2), Down(2), Triangle when "Press Start" appears at the opening screen. A sound will confirm correct code entry.
Moloch: Press Up, Right, Down, Left, Square when "Press Start" appears at the opening screen. A sound will confirm correct code entry.
Mongwan: Press Down(3), Up, Triangle when "Press Start" appears at the opening screen. A sound will confirm correct code entry.
Redemptor: Press Up, Down, Left, Right, Circle when "Press Start" appears at the opening screen. A sound will confirm correct code entry.
Stylian: Press Left, Right, Left, Right, Triangle when "Press Start" appears at the opening screen. A sound will confirm correct code entry.
Vodu: Press Left(2), Up, Circle when "Press Start" appears at the opening screen. A sound will confirm correct code entry.

Note: You do not need to have the weapon selected to use its special move. You just need it on your vehicle.

All of the codes for all of the secrets, even the alien:
Passcodes: Enter these in at the game status screen.

I WILL NOT DIE - God Mode.

GO BIGHTSEEING - You can choose 0 enemies in arcade mode.

REDUCE GRAVITY - It's like being on the moon.

SEE ALL MOVIES - After putting in this code head to any character in the game status area and hit "X". It will show all the FMV endings for each character.

MONSTER WHEELS - Gives all the cars monster truck tires.

SAME CHARACTER - You can choose the same character in two player mode.

HARDEST OF ALL - Three enemies attack you at once instead of two.

DEADLY MISSILES - Makes your homing missiles do more damage.

WMNNWLHTSCUCLH - Unlocks all the hidden characters and levels. Including Y the alien. Each weapon in the game has two special attacks. These are all of them.

THE END!

I have been one of those months again, too many games and too little time. We also had our first reviewer's LAN party and everyone showed up making it a huge success. We played a little of everything, ranging from Unreal to Warcraft and little Quake 2 CTF thrown into the mix. I think we will be hosting one every month and to the future reserve some seats for some of our readers in the LAN area, but before we think of that we will need to get additional LAN hardware. Hopefully we will take pics this time so I can show you how our scruffy bunch of reviewers look just kidding.

As promised we will be introducing a **Classifieds** section in our next issue, so start sending in those ads and announcements. We hope that you will find this useful for acquiring some of those rare items and bargain buys everyone is looking for since the Rand plummeted. For more information see our Bits & Bytes section.

Looking into my Crystal ball I foresee **The X-Files Game**, **Mech Commander**, **Heart Of Darkness**, **Dune 2000**, and **Micro Machines V3**. Please bear in mind that my Crystal ball is a bit temperamental and can be a little bit off, i.e. it depends on customs and shipping delays. The **X-Files** game will take gamers for a ride into the unexplained searching for answers. Playing a FBI agent named Craig Williams you will be assigned to a case where you have to find Mulder and Scully who have mysteriously disappeared without a trace. Craig will get a chance to interrogate suspects, examine evidence and do all the usual detective stuff. **X-Files** fans can look forward to interacting with a bunch of other personalities from the series as well. The game supposedly has some of the best quality LAN sequences available to date, but that remains to be seen.

We will also be taking a look at **Mech Commander** from Microzone who now has the official NASA interactive seal of approval. Starting with a couple of MechWarrior gamers will be given the opportunity to play various missions and retake planet Port Arthur from the Black Smoke Jaguar Clan. All of the action will take place in the world of Battletech.

Every strategy sim enthusiast should remember **Dune 2** from yesterday, the granddaddy and pioneer of all modern RTS games. It has been revamped and spruced up graphically while maintaining the old style of play. Now called **Dune 2000**, it promises to bring the futuristic fantasy sci-fi world of Frank Herbert to RTS gamers everywhere. This time around it will be distributed on CD-ROM and not floppies like the original (therefore the good ol' days). It will surely bring back some fond memories for those who played **Dune 2**. Being released for the PlayStation and PC, is the adventure/platform game **The Heart Of Darkness**. You play as Andy, a teenage boy, who is terrified of the dark and likes to daydream. His dog, Whisky, adores him but unfortunately gets kidnapped by the forces of darkness. Andy then has to face his fears to save his doggy pal. From the looks of the demo movie we have here, **Heart Of Darkness** has potential but the final verdict lies in the gameplay.

Finally we will be reviewing a game based on little cars that we all love to play with, but never admit to. **Micro Machines V3** has 40-50 courses ranging from breakfast tables to science labs. According to our local distributor the game will allow up to 8 players to join the fun. I am definitely looking forward to reviewing this one.

As always we wish that everyone enjoyed this issue. If you have any comments please send them to comments@nag.co.za and remember to keep sending those letters, we thoroughly enjoy reading them.

Till next month, keep fraggin', kickin' butt, strategising and playing games. Cheers!

(NAG Team passes out.....)



X-Files



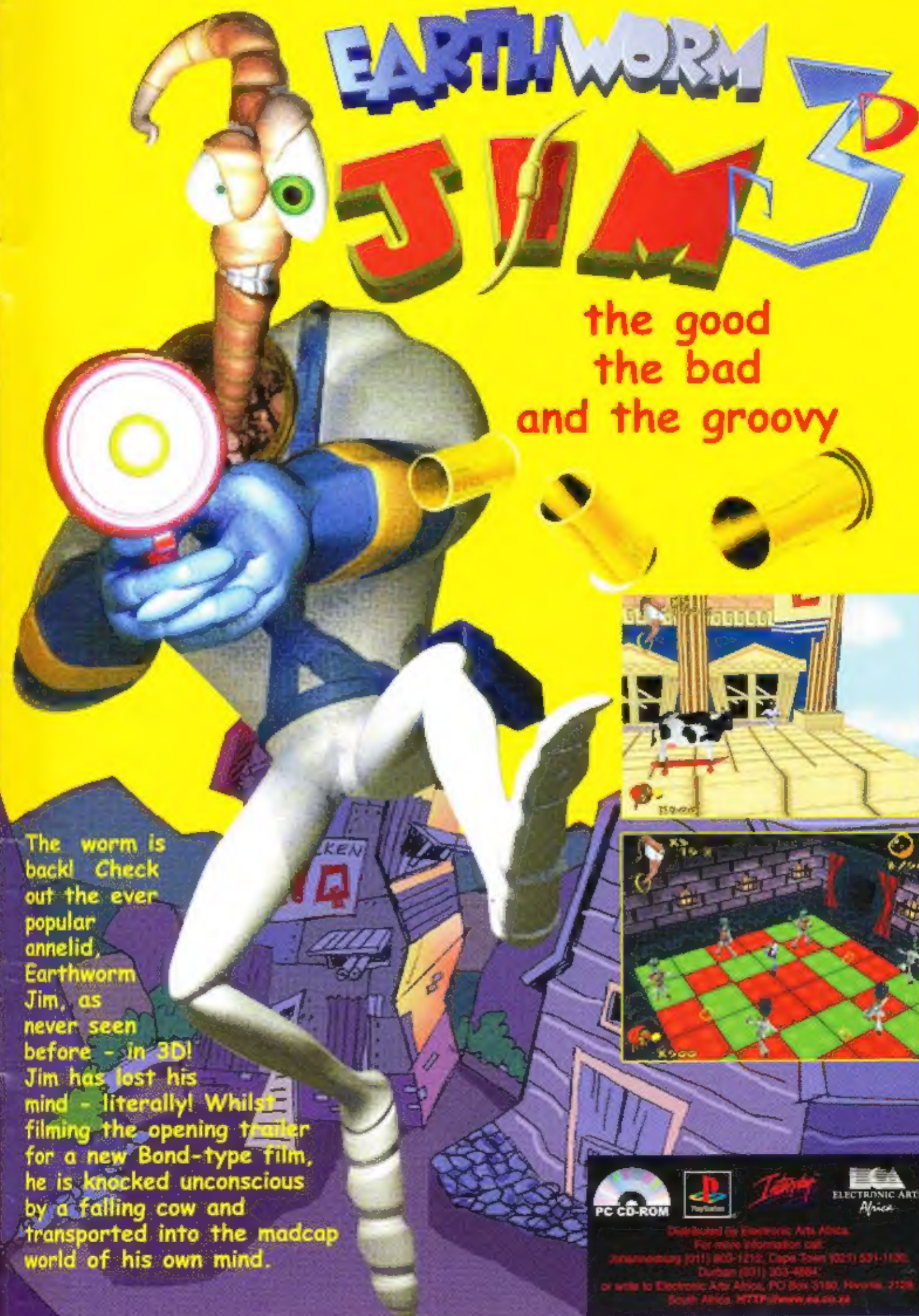
Mechcommander



Micro Machines V3



The Heart Of Darkness



The worm is back! Check out the ever popular annelid, Earthworm Jim, as never seen before - in 3D! Jim has lost his mind - literally! Whilst filming the opening trailer for a new Bond-type film, he is knocked unconscious by a falling cow and transported into the madcap world of his own mind.



PC CD-ROM PlayStation 1
 Distributed by Electronic Arts Africa
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